

**EXCLUSIVE** 

# StarCraft

Best Strategy Game Yet!

Never-before-seen screenshots. secret designs, plus hands-on coverage of Blizzard's stunning new Sci-Fi mega-hit

# Game of the Year Awards

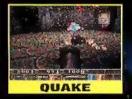
Our Premier Awards And Readers' Choice Winners

# hich is the Best?

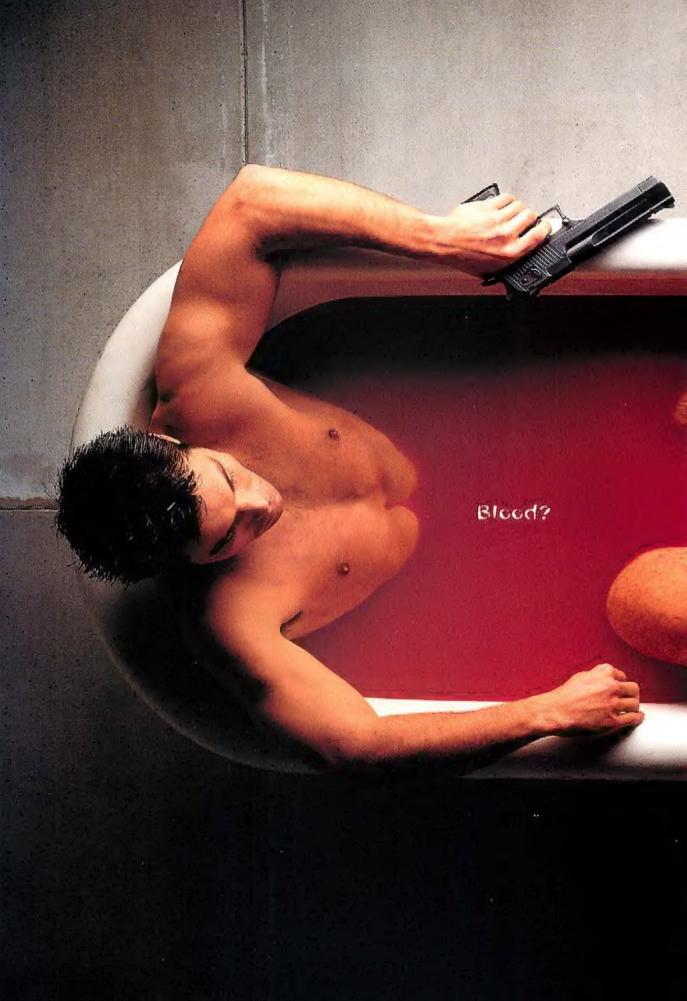


DIABLO









It's in your veins. It's on your hands. And you're screaming for it.

It's a tidal wave of first-person shooter Carnage...







Who to Kill: zombies, cultists, gargoyles, hellhounds, mimes, bats, rats and more







Where to Kill: graveyards, crematoriums, mausoleums, slaughter houses and more







How to Kill: vooded dolls, flamethrowers, pitchforks, dual tommyguns, TNT and more

You carved your soul to shreds in servitude to a dark god, but false promises and betrayal were your only reward. Now you've got a score to settle, and it will be measured in ...



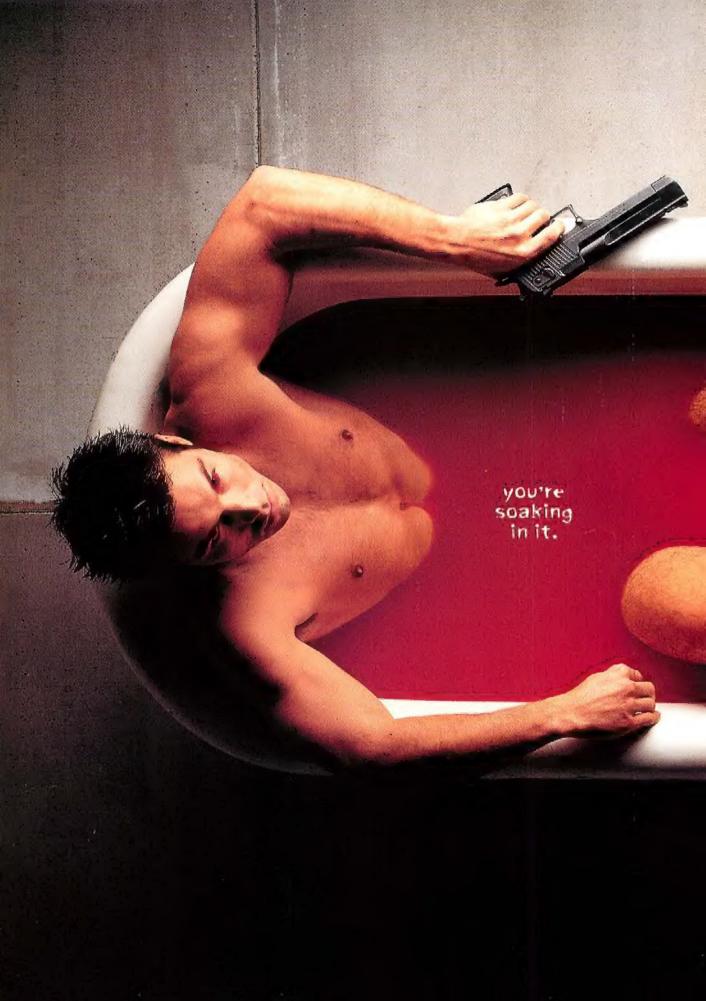
# shareware available in stores now

Download the demo at www.gtinteractive.com/blood





CD-ROM





1996 National L

on Base Percenta

Player.

Team

a Sheffield.

ALL NEW 3D GAMEPLAY!

OVER 800 MOTION-CAPTURED POLYGON MAJOR LEAGUE PLAYERS

ALL 28 MAJOR LEAGUE TEAMS

HardBall® is a registered trademark of Accolade, Inc. HardBall 6 ©1997 Accolade, Inc. Created By MindSpan. Officially licensed by Majorsaschall Playors Association CMLSPA. Officially licensed by Major League Baseball CMLB.

COMING THIS SUMMER

# ITARD BALL GAME!

"One of the top five most anticipated new titles of 1997"

George Jones, C/Net

"HardBall 6 looks hot... the biggest HardBall by far"

# FEATURING

**Enhanced Fielding Model** 

Over 30 fully rendered 3D stadiums

Custom League and Schedule Generator

Consecutive Season Play with lifetime stat-tracking

Head-to-Head Action via Network, Modern and Serial Cable

The Draft, minors, free-agents, trading, active and disabled lists

# ACCOLADE

Register on-line to receive the latest updates and information on HardBall 6 at:

www.accolade.com









# CHANGE THE WAY YOU COLUMN CO

Ever tried to play one of those games with so called "complete 360" mobility"? You know, the ones that let you look everywhere that really only move forward, backward, and 90" left or right?

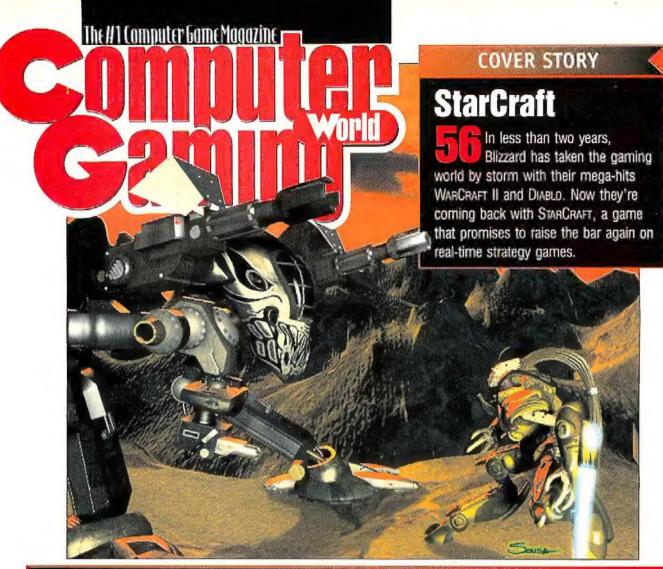
# NEVER AGAIN.

Introducing SouthPeak Interactive's Video Reality.

It isn't a game. It's the driving force behind a new breed of games. Immerse yourself in 360° of insanely realistic, completely seamless, motion picture-quality gaming.

VIDEO REALITY

Coming soon to CD-ROM games near you.







# **CGW 1997 Premier Awards**

Yes, gamers, it's that time of year again, when we hand out the hotly-contested awards for the best games of the year—and you either nod your head in passionate agreement or

scream aloud in rabid fury at our choices. But like them or loathe them, here are the final verdicts for 1996. Are we geniuses or morons? The answer lies within you, dear readers....

# HARDWARE

Sim Controllers

116 Review

If you're a serious simulations fanatic, you want the best equipment for the job. To help get you in gear, Simulations Editor Denny Atkin looks at the best in high-end joysticks, throttles, and rudder pedals.

Creative Labs AWE 64 Gold PnP





Meat Puppet

iF-22 Air Superiority Fighter 
The Space Bar



212 Master of Orion II

Diablo, Part III

Wizardy Nemesis tips
CG Tips!



# COLUMNS

7 Technology

Chi

183 Adventure/RPG 187 Sports Chip Packs a Few Surprises Scorpia Dances With Death in Discworld II Dennis McCauley Chats With Sports Game Designar Dave Holt

Loyd Case Says Intel's MMX



189 Simulations 🔺

Denny Atkin Says Multiplayer Sims Are Getting Better and Easier to Access

183 Strategy/Wargames

Terry Coleman's First Annual Golden Hex Awards

250 Martin Cirulis

What's the Deal With Psycho Geeks?

# DEPARTMENTS

12 Just the FAQs Answers to Frequently Asked Questions

18 Johnny Wilson The Hot Hod Syndrome 22 Letters Our Readers Speak Out

22 Letters Our Readers Speak Out
28 READ.ME News, Views and the Latest Releases

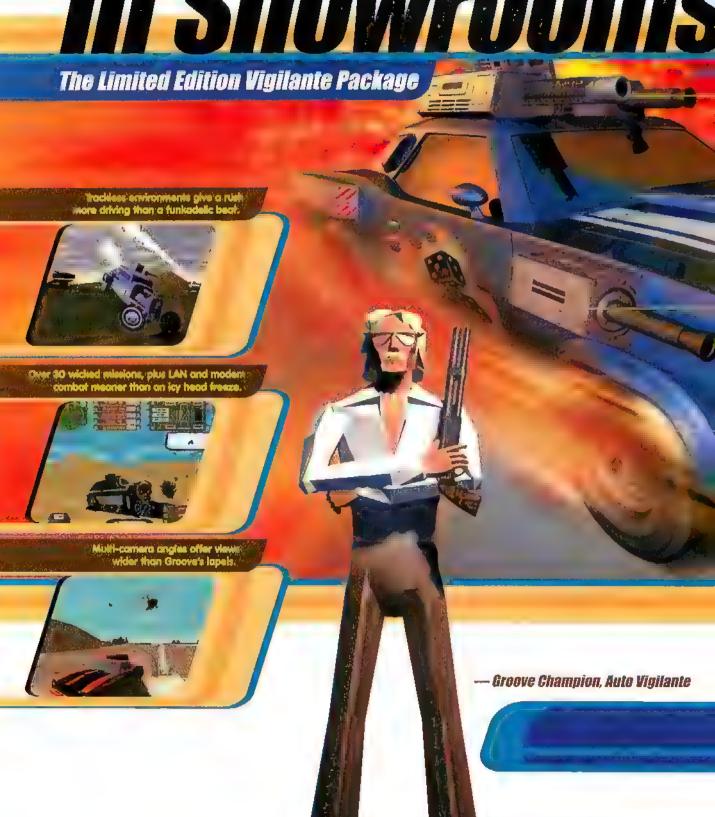
246 Hall of Fame Greatest Games of All Time

247 Patches Game Fixes That Kill Bugs Dead

248 Top 100 Subscribers Rate the Top Games











# 🟸 Fully-Loaded Arsenal

Over 25 armaments with enough firepower to create your own Death Valley.

# **Killer Instrument Panel**

Targeting, systems damage and radar gauges help you watch your rear and burn theirs, CB included.

# Anti-Mercenary Weahons Systems

Forward, rear and dropped weaponry — plus a reinforced chassis for all-out hood-to-hood combat.

# isthally Smeath Rendley

Dead-on vehicle dynamics courtesy of all-terrain tires and customizable brake and suspension systems. Shocks guaranteed.

o innk-musti on Windows \* 95.



www.activision.com

# It leaves Paris with passengers. I







"An abundance of real-time puzzles and challenges awaits.

-CNET Gamecenter.com





It's 1914. The world is on the brink of war, and this train could push it over the edge. It up to you to untangle a complex web of political intrigue, suspense, romance and betray

# REACHES CONSTANTINOPLE WITH SURVIVORS.





# What's On The CD?

# And The winner is...

n addition to our regular lineup of Inter active demos, this month's CG-ROM features the Premier Award winners. Look out for interactive demos, game

highlights, or custom scenarios for the winners of the nine genres, along with three special achievement awards, and the Game of the Year.

Exclusive demos this month include EA Sports' NBA Live 197, and Mear Purper by Playmates Interactive Entertainment. CGW contributor Patrick Miller presents part two of his historical Vietnam trilogy: the Armored Green Dragons scenario, for SSI's Steel Panthers 2. Diablo makes a return appearance with custom walk-throughs for two of its more difficult quests: The Black Mushroom and Archbishop Lazarus, created by CGW's own Diablo-phile, Greg Fortune. And if you're still baving trouble navigating the AH-64D Longrow cockpit (from Jane's Combat

Simu atrons/EA) be sure to check out the tutorial created by *CGW* contributor Robin Kim.



Other playable demos include: S.erra Online's 3D Ultra MiniGoLF; Blood, the gruesome and bloody spawn from Duke Nukem creators; and the first esteemed interactive movie/game. The Pandora Directive.

Now, let the ceremony begin!

# How Do I Use It?

If you have Windows 95, installation is simple: The CD is Autop.ay enabled—just lock-n-load. Otherwise, from Windows 3.x, select Run from the Program Manager menu, and type D:\RUN-ME (where D is the letter of your CD ROM drive) to run it straight from the CD. Then type D:\INSTALL

GO.EXE

SETUP.EXE

INSTALL.BAT

# GAMES AND GOODIES ON THE CG-ROM

GAMES	AND GOOL	HES ON THE C	G-ROM
DEMOS AND STUFF	PLATFORM	DIRECTORY	EXECUTABLE
Aaron vs Ruth	95	AVRDEMO	AVRDEMO.EXE
AH-64D Longbow Walk-through	N/A	LONGBOW	via CD interface
AirWarrior 2 Online	95	AIRWAR2	AIRWAR2.EXE
Baku Baku	95	BAKU	SETUP.EXE
Battleground: Shiloh	WIN/95	BGS_DEMO	SETUREXE
Blood •	DOS	BLOOD	INSTALL.EXE
Chasm	DOS	CHASM	CHASM.EXE
Civilization II: Jihad Scenario	95/DOS	JIHAD	N/A
Daggerfall	WIN/95	DAGGER	DAGGER.AVI
Diablo Quests	N/A	N/A	via CD Interface
Engage Front-end	95	ENGAGE	ENGAGE.EXE
Kall	95	KALIW95	KALIW95.EXE
MOK	95/DOS or WIN	MOK	MDKZIP95.EXE or MDKZIP.EXE
Meat Puppet	95	MEAT	MEATPUPP/SETUP.EXE
MechWarrior 2: Mercenaries	95/DOS	MECH2	SETUREXE
NBA Live 97	95/DOS	LIVEDEMO	NBADEMO.EXE
Quake	95	via TEN	N/A
SimCopter	95	COPTER	SIMCOPTE.EXE
SpaceOrb 360	N/A	SPACEORB	NIA
Steel Panthers 2 scenario: Armored Green Dragons	N/A	S2SCEN	via CD Interface
TEN Front-end	95	TEN	SETUP.EXE
The Neverhood	95	NEVERH2	NEVDEMO.EXE
The Pandora Directive	95/DOS	PANDORA	SETUREXE

TSHARK

MINIGOLF

**XCARDEMO** 

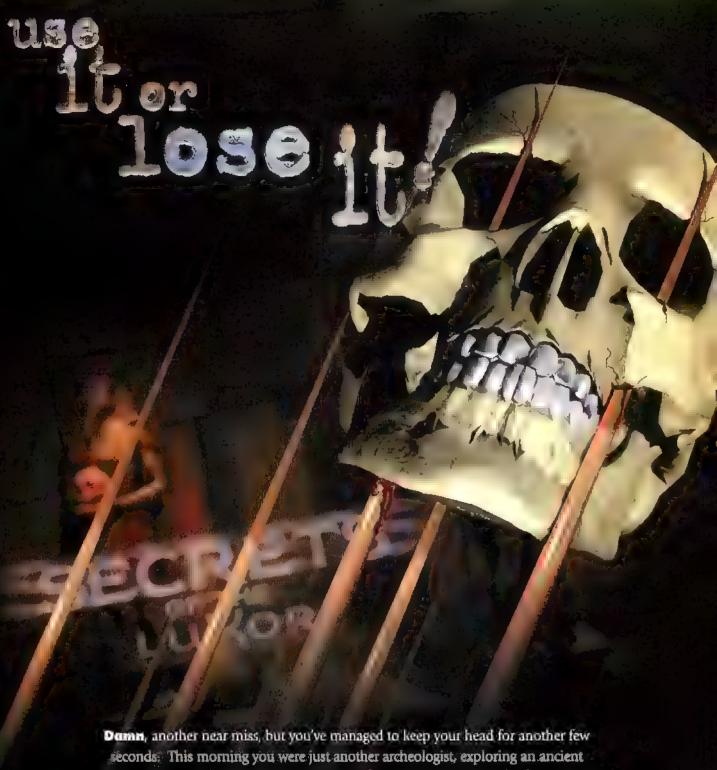
**Tigershark** 

3D Ultra MiniGolf

95

95

95/D0S



Damn, another near miss, but you've managed to keep your head for another few seconds. This morning you were just another archeologist, exploring an ancient pyramid. You didn't expect this. The secrets of the past await you in the future as you embark on a mysterious, danger-ridden journey into this ancient pyramid. Spectacular 3-D images and animations come to life as you go through corridors full of devious traps and puzzles in a race against time to save the future from a mad man trying to destroy the sun.





Call 1-888-MOJAVET for the retailer nearest you: 801-652-5300 or http://www.mogames.com Available on CD-ROM for Mac and PC







NBA Live 97 (EA Sports)



3D Ultra MiniGolf (Sierra Online)



Diablo (Blizzard)



Blood (GT Interactive)



MechWarrior 2: Mercenaries (Activision)

to create a CGW program group on your Windows desklop. If you have installed previous versions of the CG-ROM, this disc will use the program group already on your desklop.

# How Do I Play The Demos?

To view the demos, first click on Editors' Hot Picks, Special Features, or Product Demos. Then click on the like of interest. Each demo has its own instructions for instaliation.

# How Do I Get The Patch Files?

Click on Patches under the CGW Features, and then read the text window that has instructions on copying the files to your hard drive. You can also access the patches from a DOS prompt by typing D:PATCHES (where D: is the letter of your CD-ROM drive) and copying them directly to your hard drive. We strongly recommend that you back up any previously saved games before installing a patch, as this may overwrite your existing program.

# How Can I Get The CG-ROM Delivered Each Month?

To subscribe to the CD Rom version of the magazine, call (303) 665-8930, and specify that you want the CD-ROM version. Please note that if you already receive the magazine without the CD, you must wait until your current subscription expires before receiving the CD version.

If you subscribe to the CD version, but you have not received a disc with your magazine, contact us on our Web site at www.zdnet.com/zdsubs/gaming/service.

# Where Can I Buy The CDs?

Copies of CGW with the CO are available in most major retailers where magazines are sold If you can't find the magazine with the CD, encourage your retailer to carry it

Unfortunately, we can not fulfill requests for back issues of CD ROMs at this time.

# Disclosure

As a matter of record, CGW voluntarily main tains a list of companies in which SoltBank, the parent company of Ziff Davis Publishing Co., has an interest. It is available online at

www.cemputergaming.com/ disclaim.html and is updated when we become aware of such investments.



# POOLSSIER

Dale Strang

### DITTE DA

Editor-in-Chief Managing Editor Features Editor Reviews Editor

Johnny Wilson Kan Brown Denny Atkin (Simulations)

Technical Editor CD-ROM Editor Associate Editors Terry Coleman (Wargames, Classics/Puzzte Games) Dave Salvator (Hardware) Jill M. Anderson Jeff Green (Advanture, Sports)

On-Line Editor News Editor Assistant Editor Copy Editor Editorial Assistant Contributing Editors Ethiot Chin (Action, Strategy) Kate Hedstrom Char otte Panther Allen Greenberg Joe Vallina Matthaw Schaefer

watings schaeer
Scorpia (Adventure Garnes)
Charles Arda (Inferdive Fiction)
Loyd Case (Technology)
Martin Grulls (Science Fiction)
Rusei DeMaria
(Online Eultor-al-Large)

Founder

### DESIGN

Art Director Dan Etzpatrick Web Commander Jack Rodrigues

### PRODUCTION

Production Director Assistant Production Mgr, Electronic Prepress

Carlos Lugo Merdo Walthelf Michele Kenogo Tamara Gargus Rogel Diaxe

Russell Sipe

# **HOW TO CONTACT THE EDITORS**

Address questions and feedback to CGW Editoria: 135 Main St. 14th Floor, San Francisco: CA 94105, Or you may contact us via.

Phone (415) 357-4900 Editorial Fax, (415) 357-4977 Compil Servir (76703,622) Internet, 76703-622@compil.serve.com Web site: www.computorgaming.com

### **ADVERTISING SALES**

Associate Publisher Lec Unacke (415) 357-4915

East Coast District Sales Manager Laura Salamo (212) 503-4851

East Coast Sales Assistant Audroy DeJesus (212) 503-3926

NorthWest Territory Sales Manager Cally Convay (415) 357-4925

SouthWest Territory Sales Manager Pat Walsh (714) 851 2556

Senior Account Executive Marcl Yamaguchi (415) 357-4920

Advertising Coordinator unda Philapii (415) 357-4930

Administrative Assistant Linda Fan (415) 357-5425 Sales Assistant Taila Coppur (415) 357-5398

# NOW TO COMPACT AGVERTISING RALES

Address inquiries to CGW Advertising, 135 Main St., 14th Floor, San Francisco, CA 94105 or call (415) 357 5425, fax (415) 357 4999

# SUBSCRIPTION INQUIRIES/ADDRESS CHANGES

For subscription service questions, address changes or ordering information cell (303) 655-8930 or fax (303) 604-7455 within the J.S. and Canada. All other colonities cell (303) 604-7445 is fax (303) 604-0540 or write to Computer Carring. PO Box 57167 Boutteer CO 8/0322-3131 Tile subset pittin late is \$27-94 for one year (12 issues). Additional postage for orders ordered the List additional additional postage for orders ordered the List additional postage for the color order order

### BAUK INTOK

For back issues send \$7 per Issue (\$8 outside the United States) by check or money order to Back Issues Depth, Ziff-Davis Publishing Co., P.O. Box 53131 Bridder, CO 80322-3131

# The Rexus is calling a madman. Uniyyou can stop him:

# ENERATIONS—

The Star Trek universe has

Just exploded into intense

3-D action! Assume the

roles of the Star Trek The

lles Ceneration crew in a

pulse-pounding race so defeas

che obsessed sciencies Soran

catore ha descroys millions of

mnocent beings

featuring the voices of the movie cast!

that RES GENELATION 100 AND COPPY Proposed Property ALL AUGST SEELING THA MES and belong fracts are irriterable of Parameter Helmony that the property of the Company of the Company of the Company of the Section 100 AND PROPERTY is a registery for the company of their companion below.



Plot your strategy to stop Soran's scheme using Stellar Contography.



Filet the Enterprise in over 20 blatering space combat acenaries

AICEC PROSE

Available on Windows 95



Park your local invalid; or call 24 hours 14 mile and GAPE (A.S. and Charles)







# (Equally effective on humans.)

Descent, Warcraft II: Tides of Darkness, Rolemaster: Magestorm, Splatterball, Darkness Fall Billboard Live. Trivia, Rolemaster: The Bladelands and Neverwinter Nights — the world to come now available on ENGAGE games online. All with no monthly subscription fee We're a community of gamers of all levels, with real-time chat rooms and bulletin board Available on: America Online CompuServe Concentric Earthling Prodigg and the International CompuServe



# The Hot Rod Syndrome

Why Gamers Are Caught in the Upgrade Race

omelimes, even the smartest people you know say the most ridiculous things. In a recent meeting with one of the

smartest CEOs in computer gaming, I was dumblounded by one of his comments. Confronted by a bug report, he protested that if we could give him a standard platform that would guit changing, he would out out a bug free product. He complained that even my prediction, when I had espoused in 1995 how DirectX and Plug-n-Play would make life easier for gamers, was flawed 1 had failed to anticipate how hardware manufacturers and programmers would del berately make their producls non-slandard in order to be able. to make claims that their technology was proprietary and superior to other products. His analogy was to the greed of Thomas Edison during the nasty "Patent Wars" of the early days of the motion picture industry. He lauded the concept of a standardized platform and seemed surprised when I went into cynical mode.

# INDUSTRIAL EVOLUTION

The idea that we'll ever have a completely standardized platform seems counter ntuitive to what I know of both high-tech competition and consumption. It reminds me of a lync from a really old song that goes, "There will never be a portrait of my love, for nobody can paint a

dream." We almost need to write a parody of that lyric, "There will never be a standardized machine, for nobody can paint a dream."

The first and most obvious argument against a completely standardized platform is, of course, Moore's Law, coined by computer ploneer Gordon Moore. We've briefly referred to this postulate in the past, but it is vital to understand it in this context.

Moore's Law (which can be found at www.intel.com/intel/museum/25anniv/html/hof/moore.htm) states that since 1962, the logic density of siticon integrated circuits has closely followed a curve where x = 2(1-1962) (x =the number of bits per square inch of silicon and t =time in years since 1962). In terms an editor can understand, the amount of information you can put on the same size chip has almost doubled every year since siticon technology was invented.

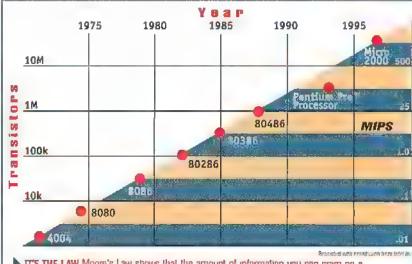
In 25 years, as Moore's Law predicted, the number of transistors on a chip has increased more than 2,300 times, from 2,300 on the 4004 in 1971 to 5.5 million on today's Pentium Pro processor.

"Okay," you may well say, "but what does that have to do

with the upgrade cycle? There is a corollary to Moore's Law carled Parkinson's Law of Data. This one follows the cynical economist/philosopher C. Northcote Parkinson in stating, "Data expands to fill the space available for storage." As the site for computer jargon on the Web (www.fwi.uva.nl/ ~ mes/ jargon/p/ParkinsonsLawof Data.html) observes, "Buying more memory encourages the use of more memory intensive techriques. It has been observed over the last 10 years that the memory usage of evolving systems tends to double roughly once every 18 months. Fortunately, memory density available for constant dollars a so tenus to double about once every 12 months (see Moore's Law); unfortunately, the laws of

physics guarantee that the latter cannot continue indefinitely."

Now, let's add some Wilsonian cyn cism to this. Note that the average computer game has a development cycle of 18-24 months. This means that the computer game developer is faced with the decision of choosing what baseline machine to support, with full knowledge that both memory capacity and processor intensity (what you expect the CPU to do with that memory capacity) will have doubled by the time the product is released. The developer is further faced with the reality that some developer, somewhere among his competitors, is going to go all out for that advanced machine and add features that he can't support with existing technology. Since the devel-



IT'S THE LAW Moore's Law shows that the amount of information you can cram on a computer chip doubles every year.

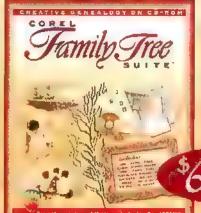
# COREL Hamily Treesuite

# The Ultimate Way to Showcase your

Family Tree

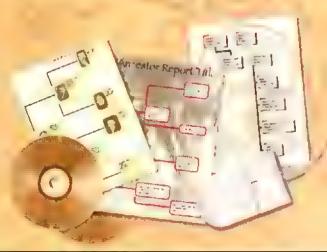


- COREL FAMILY TREETM
- COREL PHOTO HOUSETM
- COREL® FAMILY PUBLISHER™ NETSCAPE NAVIGATOR™ 2.01
- ANCESTRAL® GENEALOGY LIBRARY™ WITH OVER 55 MILLION NAMES OVER 175,000 SURNAME HISTORIES
- OVER 2,000 BACKGROUNDS AND
- BORDERS OVER 250 PHOTOS
- 150 FONTS



Corel Family Tree Suite™ is an ideal way to trace your roots and display and print them professionally in a variety of charts and reports. Research more than 175,000 surname histories, track medical information and addresses, and create family photo albums with this versatile program. A comprehensive genealogy library contains over 55 million names and additional references. Photoediting capabilities allow you to retouch old photographs, remove red eye and add dazzling special effects. Plus, with the program's Internet support you can create and publish your family Web page. Reach back in history with Corel Family Tree Suite, a graphically sophisticated and easy-to-use genealogy program on CD-ROM.

FAMILYTREE.COREL.COM







oper knows from past experience that games which take advantage of new technology often have an edge in sales (just so that gamers can have bragging rights over these showcase features), he decides he can't risk letting his competitor get the jump on him. He raises his sights upon a new baseline machine-a higher standard which is not quite there, a moving target.

LL The idea that we'll ever have a Standerdizer. platform flies in the face of market reality. 77

# RACING FOR PINKS

Will the customer, the gamer, actually buy that upgraded technology? Past experience says "Yes." I am reminded of a meeting I attended with another CEO who shared that he had placed his Calloway automobile into the shop because the makers of the high-performance automobile had discovered a way to get another 30 horsepower out of the car. Now, t bappen to be impressed enough with the baseline performance of a Calloway, but here's an Individual who is willing to upgrade for power he will seldom be able to use. The average driver may insist that he is able to get a speeding ticket even without that horsepower, but it's worth it to the executive to know that the power is there when he wants it.

Apparently, computer owners want to know that it's there, also. They're

willing to pay for performance. For years, the price pattern has been that the average price of a high end computer was somewhere in the mid-\$3,000 range and the bargain computer between \$1,500 and \$2,000. To be sure, the latest, greatest, processor was always somewhat higher, but as it moved up in price, the other processors came down and kept the average roughly the same.

Some gamers (and I think they all write to me) are fed up with the constant upgrade cycle. They complain vociferously that it isn't fair. Yet, look how much more they're getting for this year's \$3,500 than the last \$3,500 they paid (I know because I ust bought a Micron Home MPC with Pentium 200 and Package B). I'm amazed at how much difference my new modern, larger monitor screen, 32MB of RAM, and Diamond Monster 3D card make for gaming enjoyment. I can tell you that the difference between my P-90 and this one is considerable. And yes, I'm dreading the expense of my next upgrade, but I'll probably bite the bullet easier because I'm so sat ished with this one. If we look at computer buying patterns, I'm not alone in this thinking.

### THE COMPLEAT CURMUDGEON

The bottom line is that I don't believe we'll ever have the platform. Without the platform, we'll never have even a reasonable chance at bug-free games. So, we have, essentially, two options. We can either adopt the attitude that we will always be ploneers who are charting new realms of technological perfor mance, or we can consider ourselves to be victims of the upgrade cycle, who are condemned to more and more bugs every year Personally, I'd rather focus on the great graphics, fast frame rates, and marvefous sounds in today's games than the bugs we have to swat. 5

### ZIFF-DAVIS PUBLISHING COMPANY

CHAIRMAN AND CEG Eng Hippeau

### Consumor Media Broup

President - Scoll Buggs Vice President i Thomas Collingham

Executive Director, Research Rendy Cohen

Business Manager Cynthia Mason Assistant to the President Francesca Kon

### Ziif-Davis Publishing

President, U.S. Publications Konn-Sonnenberg

President, Interactive Media And Development Group President, International Media Group J.B. Hoiston III

reffrey 8allowe

President. Computer Intelligence/Infocorp Bob B own President, Training & Support

Publishing Group William Rosenthal

Vice President, General Counsel, And Secretary J. Malcolm Morns Vice President, Human Resources Bayna Brown Vice President, Planning Daryi R. Olle Vice President, Production Roger Herrmann

Vice President, Chief Financial Office Jump by O'Rden

Vice President, Controller Mark Mayer Transurer Thomas L. Wright

### U.S. Publications Group

President, U.S. Publications Ronni Sonnenborg President, Business Media Group Glaufe Sheer President, Consumer Media Group J. Scott Briggs. Senior Vice President, Circulation Band Davis

Executive Vice President, Business Media Group Don Byrnes Assistant to the Chairman Tom McGinde Vice President, Marketing Services Jun Manning Vice President, Central Advertising Sales Bob Bador Vice President, Product Testing Mark Van Name Vice President, Circulation Services James F Ramaley Executive Vice President/

Group Publisher Al DiGuido

Vice President Danier Forber Vice Prosident Michael Miller Vice President Paul Somorson Executive Director, Licensing Gertrud Borchardt

Director of ZO Labs Mark Hall Director, Benchmark Operation Bill Catchings ZIff-Davis Magazine Network Vice President/Managing Director Joe Gillespie

Executive Director Alicia Saribalis

Marketing Director Mike Perkowski

Directors Ken Beach, Michael Bird, Jelf Stuce, Kelly Lowman, Melinda Maginn, Dabble Moss,

Julie Tulllo Director of Public Relations Gregory Jarbon

### PERMISSIONS AND REPRINTS

COMPUTER GAMING WORLD (ISSN 0744-6667) is published monthly by Zilf-Davis Publishing Division, Copyright 9 1997 Zilf-Davis Publishing Division, All Rights Reserved. Material in this publication may not be reproduced in any form without permission. If you want to quote from an article, write to Chantar Tucker, One Park Avenue, New York, NY 10016-5802, or \_\_\_\_\_ fax 212 503 5420,

Computer Camputer Roppnts

### For reprints, please call Ziff-Davis reprints at (800) 925-4237.

We periodically make this of our customers available to carefully screened mailers of quality goods and services. If you do not wish to receive such mailings, all us know by writing to Computer Gaming World, PO Box 57187 Boulder, CO 80322 7167 Computer Gaming World is not alliliated with IDG. This issue dedicated to Frad Rodgers, neighbor, friend and hard-core gamer.











Many have attempted World Domination

# Historyof THE World

From the beginnings of recorded time despots have tried to rule the world. Many have come close only to be swept away by the tides of history. Are you the one to achieve world domination? We don't think so... but we dare you to try!

It's based on the top-selling multi-player board game with computer enhanced features like perpetual score keeping plus tips and help on demand I to 7 players. Compete against friends on the game strafty Antificial Intelligence

You plan the mategy.

- Do your try to executed or mainchabill to arthreve administrational relations.
- If you choose to be aggressive, which nations will you attempt to conquer
  - When do you deploy your secret weapons?





# LETTER OF THE MONTH



### ON THE CASE

A large thank you to Loyd Case for his "Ultimate Caming Machine Senes," and, in particular, Part 4. I've subsenbed to your magazine since 1993, and I am pleased to see the increase in hardware coverage of late, 1992 was also the last time I bought an entire computer system

In my opinion, the only effective way to remain in this hobby is to gradually upgrade, one piece at a time. Otherwise, you spend half your time really happy (Just after buying a new system) and the other half miserable (until you break down and buy a new system).

I'm well aware of how much work it takes to plan and suplement an effective upgrade strategy. At times, I have wanted to consult a psychic. I subscribe to two other gaining magazines, as well as you two sister publications *PO Magazine* and *Computer Shopper*.

While these two fill out part of the upgrade puzzle, they have been consistently biased towards the business user. On the other hand, I

have never regretted following any of your hardware suggestions.

My only complaint had been that they were few and far between.

Things have greatly improved, but I would still like to see more coverage, and more frequently.

I would love to see a monthly upgrade column. Ideally it would have your recommendations of the month for each of the hardware categories covered in Mr. Case's latest article (motherboard, CPU, graphies board, etc.). There could be two recommendations for each category, one price-conscious and the other strictly performance-based, as with March's "turbo" and "nitro" distinctions. I'm not suggesting a new recommendation each month, but a list of the best product in each category at that point in time. If a reader decided it was time to upgrade a particular component, he or she could simply look up the recommendation for that component in the current month's issue. This would eliminate half the upgrade decision, leaving only "when" for the reader.

This is only a suggestion, but if it turns out to be feasible, it would be worth twice the cost of your magazine in itself, at least in my opinion.

In any case, keep up the good work. You have consistently been the best computer gaming magazine on the market hands down (in any opinion, and I would imagine many others')

Phil Romano via the Internet

We like your idea so much that we're planning to put it on our Web site with a brand new wrinkle. We hope it will be up and running by the time you read this in print. Check out www.computergaming.com for details.

### **AD VIBES**

I just wanted to write and let you know that I haved totally enjoyed your magazine up until the last year or so. The problem is not with the articles, since I believe that they are the best in any computer games magazine. I have tried them all since 1993 and still find the articles in your magazine to be the best

The problem that I have is the sick and perverse advertisements that you have in the magazine. Like I said, I have been reading CGW since 1993 and I always found the advertisements that you used to have to be clean and tasteful. I do not find it necessary to show contraceptives or pages of blood just to sell a game. In fact, I have taken many of them and flushed them in the toilet, literally.

Lask you to please clean up the advertisements and make them on par with your articles. I do appreciate your articles which helped me out many times which are very honest, clear, and concise. Please make your advertisements the same

Joseph N. Norus Bulkilo, NY

Suprisingly enough, we agree. Unfortunately, they're not "our" ads. We have no creative control over the advertisements. In fact, the editorial staff doesn't see the ads before they are printed in the magazine. The only way those types of ads will be stopped is when they don't work anymore. Then, they'll swing back toward normaley

# **BITTER BLUNDERLAND**

I just read Terry Coleman's column ("Winter Wonderland," March '97) on the upcoming Talonsoft game, NAPOLEON IN RUSSIA, and I was disappointed. Mr. Coleman's reviews have been good previously, but this one is

flawed. Computer wargames must not be reviewed for just the usual entena of any computer game (playability, bugs, ete.) but for historical accuracy as well. I feel that Mir. Coleman must know this. Yet, there is a major gaffe here. The battle of Borodino was fought the 7th of September. This was not the winter, it was not even yet fall, but the tag end of summer, so why the title, "Winter Wonderland"? Why does, "The Russian winter affect, the troops quality ratings of both sides," and why is it that "Some creeks and streams are frozen"? Why. we even read that, "other areas are rendered impassable by the snows?! Yet it did not snow pottl the 15th of October

Eather Mr. Coleman is misled by a misunderstanding of the course of the 1812 Invasion of Russia, or Talonsoft's new game has serious historical flaws.

James D. Gray via the Internet

# Have you and yours yet?

If you know Tomb Raider, you know why Lara Croft is the #1 cover girl in gaming. No other game has won more awards, delivered more action-packed realism, or kicked more ass. Hardcore gamers have made Tomb Raider the undisputed megahit of the year. Have your got yours yet?

Action Game of the Year Best Graphics of the Year 95% Rating PC Gamer

Game of the Year
Rated 5 out of 5 Stars
Computer Games Strategy Plus

Game of the Year
Rated 10 out of 10
Computer and Net Player



www.eidosinteractive.com
www.tombraider.com

CHECK OUT

www.conquestearth.com

PC CD



Tomis Reider, Care Croit and her filteness, CORE and Edge Interactive are tradements of Edges, Pil.

10 1887 Edge Conquest Earth is a tradement of Onta Design and Edge Interactive.

gaming's #1 covergirl

NAPOLEON IN RUSSIA covers both the first Battle of Borodino, which took place in September, and the second Battle of Borodino, which took place in the dead of winter as Napoleon was retreating back from Moscow. We regret causing confusion by not spelling out that this is more than a random weather feature.

# WARPED WARTHOG

Ljust read the review of A-10 CUBALin the March issue, and I would like to point out that the A-10 cannot carry "50 percent more ordinance (sic) than a B-1," What's the point of printing balf-baked "facts" like that? The B-I's maximum bomb-load is around 48,000 pounds, whereas the A-10's max ordnance loadout is 16,000 pounds-not even 50 percent of

added a top-notch copy editor to our staff, and we've passed an orduance to keep such problems from happening again.

# REMEMBER JOE-486 PACK

In these days of limbo for 486-playable games, it is interesting to note which games will actually run decently on a 486, and which will not, Surpassingly, the actual minimum system requirements do not often match the true minimum system requirements. This is a problem which works both ways. Some games which say they will run on a 486 do so only very poorly, while some games that supposedly require a Pentium will run just fine on a

fast enough 486

Cases-in-points CRUSADER NO RECRET is supposed to run on a



that of the B-I (this figure is reduced even further, to about 14,300 lbs, if the A-10 is carrying maximum internal fuel).

> Mike Maranchak, TSgt, USAF (Retd.) Mountain View, CA

In the original article submitted by Robin C. Kim, that line read "50 percent more ordinance than a B-F " Given that the B-17 could carry only 6,000 pounds of bombs, even that's not giving the A-10 Hog quite enough credit. Somewhere in the editing process we lost a "7" and gained 42,000 pounds of bombload. We apologize for the confusion.

As for "ordinance," we can only plead that we do know the difference between an "ordinance" and "ordinance," but we missed that one due to our overreliance on spelling checkers. However, we've recently a 486/100 system like sludge.

On the other hand, PRIVATER 2, TYPE DARKENING from the same publisher supposedly requires a Pentium 75, but in fact runs quite ensply on a 486/100

Z is supposed to run on a 486/66, but it drips through a 486/100 like hardening concrete. This is a game which uses Direct X. On the other hand, TOMB RAIDER, another "Pentium only" game, gives a very smooth ride (at the lower resolution, yes, but full screen) on a 486/i00

Why do publishers provide erroneous or misleading system requirement information? In the case of those selling games that really don't perform on a 486, it seems obvious: the motivation must be greed But why not list a 486 on top-notch games? I suspect this may have something to do with the laughable macho mentality of far too many PC gamers who like to claim, "My garning rig is bigger and faster than your gaming rig." To such a crowd a "Minimum: 486" sticker might be like a

"G" rating in the movies.

'langential to this. Direct X is death on a 486. Microsoft really pulled the wool over mir eyes regarding the value of Windows 95 on a "low end" system, didn't they? Remember when we were told it would realize the 32-bit potential of the 4862 In fact, Windows 95 might just as well be a Pentium-only game platform, For 486 owners, DOS is still the OS of choice.

We can run the demos off of a CD-ROM, such as yours, to see if a game is playable on a 486, but that doesn't always correspond to the released version of the game. It would help those of us who haven't yet upgraded if you could clue us In when a game will run on a 486. Since the two best games of this last quarter, PRIVATEER 2: THE DARKENING and TOMB RMDER are 486 capable, there's still plenty of reason for 486 owners to be interested in what their systems can do, even if the publishers won't admit it.

> Clyde Dodge via the Internet

If you've read Johany Wilson's editorial this month on "The Hot Rod Syndrome," you already know some of the causes of the speed race in computer games. You've already hinted at one reason a 486capable game might be listed as Pentium only, Most likely, however, different gamers have different tolerance levels for different types of games. Neither the game publishers nor CGW know how to test tolerance levels fast and efficiently.

# We prefer that you email us at one of these addresses-

CompaServe-76703,622 Internet: 76703.622@ combuserve.com

or write to:

CCW, Letter To The Editor 135 Main Street, 14th Floor San Iranesco, CA 94105 We reserve the right to edit all letters for space or clarity.



# **EMPEROR**



A military strategy game in space.



Battle for territory and forge strategic alliances to secure the crown.



Fpic story line in the Fading Sons Universe CIRCLE READER SERVICE #266



Explore new planets, research forlidgen technologies and control the growth of an empire







"MDK promises 3-D technology so cool and action so...realistic that it will send everything else running for cover."

—PC GAMER

"The ability to zoom in from a mile away within the sniper mode is remarkable."

ELECTRONIC GAMING MONTHLY

# THE WORLD WILL END IN 1999. THE

"One of the most innovative games ever created." — GAMEFAN



"Futuristic 3-D action/ adventure that could set a new standard for PC Gaming."

- PC GAMER







PC CD-ROM

Cheated by Shiny Entertainment, Inc. D 1997 Shiny Entertainment, Inc. MDK is a tradement of Shiny Entertainment, Inc. All rights reserved. Answerk an itselign D 1997 Playmetes Interpolitie Entertainment Inc. All rights reserved White services interpolities and interpolities and interpolities are accepted with the services.





Your planet is being bulldozed by the ton.
Alien controlled mobile mining cities are
strip-mining the earth's surface overrunning
and crushing anything in their path...Unless
you can stop them.

# BATTLE TO SAVE IT WILL BEGIN SOON.

 Fully 3-D rendered graphics unlike anything you have ever before seen.

Over 60 arenas apread out over 6 cities;

 Never before seen "sniper mode" that allows you to zoom in on the enemy and pick it off with astounding accuracy.

- The most sophisticated enemy artificial intelligence ever created. Fully reactive "smart enemies" think, listen, and communicate in a calculated assault on your life.
- An arsenal of totally innovative weapons

and equipment including:

- A helmet-mounted sniper rifle that targets enemies from over two miles away.
  - A living polymer suit that protects
    - from piercing projectiles.
    - A high-tech reusable parachute.
    - decoys...
      homing sniper
      grenades...
      and many more.
    - Two styles of adrenaline pumping game dynamics featuring first and third person point of view.



IT THINKS. THEREFORE IT KILLS.

Windows '95 and DOS

CIRCLE READER SERVICE #134

Contact www.playmatestoys.com to receive a free playable demo by mail\*





Edited by Charlotte Panther (CPanther@zd com)

# Man Behaving Relatively Well

ot long ago, starring in a computer game seemed
to be the last
resort for fading
has-beens desperately trying to hang-on to
their stardom, but not any more.
Suddenly it's respectable—positively hip, in fact—for a
Hollywood celeb to delve into
CD ROM dom.

"Men Behaving Badly" star Rob Schneider told us about his recent encounter with the tech nology in Any River's comedic Act on/Adventure game A Fonk Iv

> THE TALE. Schne der provides the voice of the hero—the character that you, the gamer, will play.

Schneider's Interest in the project was piqued when a couple of acquaintances, both comedy writers working on Fork, told him

they'd never seen a really funny CD-ROM, "That's what made me want to hit it," he recalls.

Making the game was a gargantuan teat: Schneider had 6,000 lines and used 50 different voices throughout the game. In a movie, although he may think up five different ways to do a scene, only one will be used. But the nature of an interactive game allows all five versions to be used in the final product.

Schneider estimates a third of the material was improvised "I was able to do all the things that I can do—a bunch of jokes, different characters, and a lot of different impressions." Nonetheless, he describes the experence as a Herculean task. "I'll have to think twice about doing it again, because it demands a lot."

Schneider I kens Fork IN THE TALE to a Bob Hope-Bing Crosby road movie. "It was perfect comedic fodder. The guy's kind of a coward, and wants to meet



girls and stuff." He winds up hiding from bad guys, escaping from dungeons, and avoiding other territying fates—all in the name of saving the day. Along with giggles throughout the game, Schne der promises that if you dig around you'll uncover some really funny Easter eggs.

Tve been successfully avoiding a day job for over 15 years now."

Of all his roles. Schneider admits his "Men Behaving Badiy" character, Jamie, is the one he best relates to. He adds



that unlike Jamie, he's made the turn from being a complete stacker, though he does confess to have "been successfully avoiding a day job for over 15 years."

Does technology play a part in Schneider's daily life? "My life."

tle hand calculator—that's about as complicated as I get. I'm the ast of the dinosaurs," he jokes

He doesn't even keep writing tools on hand. "If you have a pad around, then you write down



anything, but if you have to run to get paper, and write it on a napkin, then it has to be lunny," he quips. If the others involved in FORK IN THE TALE follow that same theory, we should be in for a lot of laughs.—Charlotte Panther

# Short takes on games released just prior to press time.

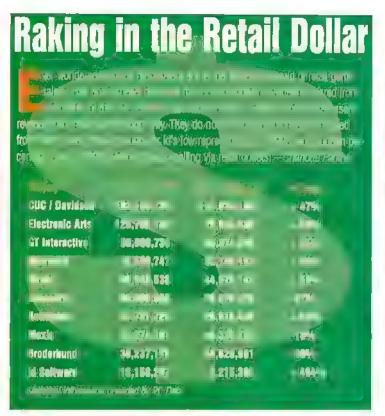
# SQULTRAP

With a hoard of 3D games flighting for shelf-space, Scultrap may be one of the first to get the elbow. The look of the game lies somewhere between Alone in



THE DARK and QUAKE, but gameplay is decidedly below-par Nintendo. You battle your way through eleven levels reflecting your phob'as. What may have been an okay premise is rapidly destroyed by jerktly animated foes, an annoying soundtrack, and awkward controls. Endiess platform-hopping with an unforgiving 3D twist turn this occasionally buggy program into little more than a dull exercise in saving and restoring games. Soutrap? More like Money Trap.—Robert Coffey

Microforum Inc., (800) 685-3863 Win 95 CD-ROM Reader Service # 301



# Mpath Announces Free Online Gaming

he growing number of online services battling to woo customers must account for Mpath interactive's surprising

announcement that access to their multiplayer internet gaming service, Mplayer, is now available free of charge. The Mplayer Free Zone will allow gamers to enjoy unlimited access to games like Quake, Med Warking, Parizer General will Warking, Parizer General will

also be available, for a free 30-day trial period. Mpath will also offer Mplayer Plus, a premium zone, providing unique content, tournaments, competitions, as well as high profile games like DIABLO.

COMMAND AND CONQUER, and RED ALERT, for just \$29.95 per year.

Under a new advertiser-supported pusiness model, Mpath has initially signed agreements with Intel and Intuit's Parsons Technologies, and is hoping to announce more mainstream advertisers in the near future. Check out Mplayer at www.mplayer.com.

-Charlotte Panther

# QUOTE OF THE MONTH

The current TV ratings system is a little bit like putting a sign up in front of shark-infested waters that says: 'Be careful when swimming.'

—Senator Joseph Lieberman, a Connecticut Democrat, complaining that the industry's new age-based television ratings system is ineffective—after endorsing the age-graded ESRB ratings system for computer games in 1996.





Frae-Fire Zone Gamers now get untimited free access to QUAKE, WARWIND, and MECHWARRIOR 2 on Mplayer.

# DUKE IT OUT IN D.C.

The newest installment of the DCKE
NUKEM line takes our hero to the
nation's capital in another bid to
quell alien invaders intent on taking over the

Earth. This add on pack for DUKE NUKEM 3D features 10 new levels that take you through various Washington randmarks, including the Washington Monument, the Capitol building, the FB.I headquarters, and the Smithsonian museum.

These levels feature the same aliens, interactive environments; amusing quips, and, somewhat disappointingly, the same weapons as the old Duke—just wrapped in a different setting. Should be good fur for serious Duke-heads.

--Joe Vallina

MAY 1997

WizardWorks/GT Interactive, (800) 229-2714 PC-CD-ROM Reader Service II. 302

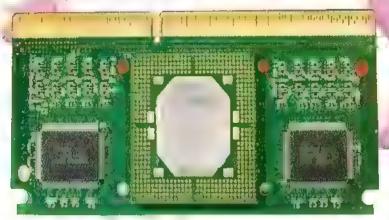


# KOALA LUMPUR: JOURNEY TO THE EDGE

Searching for enlightenment, Koala
Lumpur unwittingly utters an incantation that triggers the threat of the
Comedy Apocalypse. As Koala's spirit
guide, Fly, you'll travel to four puzzle-filled worlds in

# Intel's Next MMX Chip Due Soon

Intel recently divulged the name of their next processor with MMX, and it's ardody. The new name is—brace yourself—Pentium II. OK, so the name is about as flashy as day-old bread, but this new chip, internally code named Klamath, will bring several interesting performance enhancements over current Pentium Pros, and because of less expensive manufacturing processes, Pentium II's price should dip below that of the Pro's fairly quickly. Guesstimates indicate the Pentium II will be available-in



late spring or early summer of the wall

intel has
reduced the
part's cost by
stripping out the
onboard 256K8
Level 2 (L2)
cache, leaving
system vendors
free to decide
how much L2

their systems. In addition to having MMX support, Intel has also made some plumbing improvements to help its 16-bil performance, an area where the P Pro initially disappointed.

Also new for Pentium II is its form factor, faither than using a single socket, Pentium II w I come on a "daughterboard" configuration that plugs into a slot on the motherboard. Top end clock speeds for Pentium II are anticipated to be 286,MHz —Dave Salvator

# TOP 10 REJECTED NAMES FOR THE PENTIUM II CHIP:

- 10. Intel's Next Soon-To-Be-Obsolescent Processor (TM)
- 9. Pentium Gigahauler
- 8. XJ-12
- 7. Monty Pentium
- 6. Pentium Envy
- 5. Intel 685.99999998
- 4. Front Page Sports Pentium Pro 97
- 3. 8088 Version 6.0
- 2. Good and Plentium

And the number one name Intel rejected for the Pentium II is...

1. The Pentium Royale (with cheese)



# Putting MMX: Into OverDrive

If you've been wanting to add MMX capability to your PC, you may have been frustrated by the fact that only the newest mother-boards supply the dual voltages used by MMX processors. Intel has come to the rescue with the over-named Pentium OverDrive Processor with MMX Technology.



Designed to upgrade 75-, 90-, and 100MHz. Pentiums (they can be used in faster machines if you're tooking to add MAXX), the MAXX — OverDrives feature a voltage regulator that adapts the 3.3v system voltage to the 2.6v required by the MMX chip; added capacitors to ensure compatibility with early, noise-sensitive motherboards; and a built-in lan and heat-sink. In addition to boosting the computer's clock

Original Processor	OverOrive Speed	Price	Availability
75MHz	125MHz	\$399	Now
90MHz	150MHz	\$399	Now
100MHz	166MHz	\$499	Now
120MHz*	180MHz	TBA	2nd Half '97
133MHz*	200MHz	TBA	2nd Half '97

\* These chips haven't yet been officially announced by Intel

rate (see chart), the OverDrive chips also addithe enhancements found in MMX Pentiume, including a larger 32K L-1 cache. These provide a 10-15 percent speedup over standard Pentiums at the same clock rate on all applications, and up to 150 percent on some graphics applications. Our testing has shown great speedups on applications such as Photoshop, while the improvements in the first MMX games are less dramatic, consisting mainly of en anced colored forming, improved sound effects, and slightly faster Direct3D on systems without a 3D card—Denny Alkin.

# In-your-face gaming action right on your big-screen TV So How Big is Yours?



Why do you suppose big gives libr IBM, Sony, NEC Gateway and Acer chose ATI 3D for their hourst new systems? Could be gusiny? Row about performance.



We pack more features into hardware than anyone so naturally, notody can touch our performance



Move up to ATI 3D and get realistic 3D textures, brilliant colors and wielike detail



Mew ATLSD APRESS, ON- PCZTY (2M8 upgradable or 4M8) is the altimate gamer's graphics upgrade and corres with the bottest 3D games and YRML web browset. The higher end ATL 3D PRO TURBO PCZTY (4M8 upgradable or 8M8) comes with Extreme 3D. Both products support the incredible ATLTY and coard the best Tyllings and video capture Co. I









With ATI 3D game cards, you get the best combination of 3D, 2D and silky-smooth, full-screen, full-motion video acceleration. And you get PC2TV. Just plug your PC into the biggest TV you can find for supremely intense big screen gaming action like you've never seen before. For multiplayer and shared gaming everyone gets to watch. You can record your game playing directly to tape (just in case someone dares doubt your scores). And when you buy a new PC, you might just save the price of another monitor. Who said size doesn't matter? Get ATI 3D game cards for as little as \$169.\*

Go to a store, hit www.atitech.com or call 905 882-2600 (press 2 and we'l lax you info)

CO ATT Ferhaplogues for 1897 All 3D PRO TURBO PC2TY SD XPRESSION-PC2TY and flow You see it are studemarks and/or exportered additionals of all technologies in all other productions are trademarks and/or registered grademarks of their respective owners. Assault Play second appears coursely of Propinguos Crit Mechillation 7 Second appears coursely of Arthebras for "ELP for 3D XPRESSION-PC2TY with 2XR for implementation and equation





MICRO CENCER



Now You See It.



# THE QUEST FOR TRUE



The Price of Loyalty introduces 4 new campaigns and a slew of sphancements to the Heroes of Might and Magic H world. Control the course of an expanding empire in

Descendants, or try your tactics against a horde of



spell crafters in The Wizards Isle. Discover new heroes and artifacts as you explore and conquer 24 new sampaign maps. Log in and go head-to-head or than up with friends in 20 new stand alone scenarios.

- 🖈 Two New Full Length Campaigns
- 🌧 Plus Two New 'Mini' Campaigns
- New Cinematic Scenes Bring The Battles And Their Aftermath To Stunning Life
- Dozens Of Enhancements Including New Heroes, Events, And Artifacts

# THE PRICE OF LOYALTY EXPANSION PACK

REQUIRES FULL VERSION OF HEROES OF MIGHT AND MAGICTUTE TO THE

## HEROES RAGES ON...



## **Armored Fist 2**

he original ARMORED FIST was perhaps

Novalogic's only truly disappointing title. The

Voxel Space terrain that looked so good in the

original Comanche fell apart at ground level, and
the resulting blobby appearance made this
action game a graphic disaster.

Don't let that first effort dissuade you from checking out ARMORED FIST 2, however. The improved Voxel Space 2 engine makes for extremely realistic

terrain—I was very impressed by the sample areas provided in the Alpha version, which were by far the best-looking graphics I've seen in a ground combat sim. Translucent smoke and detailed 3D opponents heighten the sense of realism. The missions promise NovaLogic's trademark fast action, and I'm especially anxious to try out the eight-player network support. —Denny Atkin



#### PLAYING LATELY

157675		
CGW Survey*	Last Month	Months on Char
1. Diablo (Bilizzard)		1
2. Red Alert (Westwood/Vigin)	4	2
3. Heroes II (New World Compuling)	5	2
4. Daggerfall (Bethesda)	1	4
5. Civilization II (MicroProse)	2	12
6. Quake (id Software)	9	5
7. Duke Nukem 3D (3D Resims)	3	13
8. WarCraft II (Blizzard)	7	15
9. NASCAR 2 (Sierra)		1
10. MechWarrior 2 (Activision)	- 5	17

\* Check your mailbox: We mail a survey to 1,500 randomly-chosen subscribers each month. The results of Playing Lately Indicate what games readers are blowing the most time on, as opposed to the reader's overall "quality making" in the Top 100.

#### PC Data Best-Sellers\*\*

2.	Myst (Broderbund)	1
3.	Red Alert (Westwood/Virgin)	3

4. Microsoft Flight Simulator (Microsoft) 2

5. Quake (id Software) 6

6. WarCraft Battle Chest (Blizzard)

7. NASCAR 2 (Sierra On-Line) 7

8. Tomb Raider (Eldos)

9. Lords of the Realm II (Siama)

10. Privateer 2 (EA/Origin)

 This list indicates what the top-seiling PC games were, as calculated by PC Data, during January, 1997

search of the lost scroll pieces. You'd face a tribe of wild dogs, the "land of lost things," the lonely Annie Body, and one very bitter bunny, all in the name of saving the comic universe.

KoALA's most distinct feature is its cartoon-style graphics. Visually creative and unusual, the good aspects of the game are nearly nutrified by its rather lame attempts at being much hipper and funnier than it actually is.—Dawn Jepsen

Broderbund (415) 382-4700 Windows CD-ROM Reader Service #303

#### THE VAMPIRE DIARIES

The second release from the American Laser Games' her Interactive division, The Vampire



While THE VAMPIRE DIARIES features characters from the popular teen novels by the same name (author L. J. Smith also wrote the script), the plot takes a somewhat different tack. Popular high school student Elena must defeat the evil forces that are attacking children in her small Virginia town. While the catty dialog between Elena and her classimates is too legious for adult players, the intended market will probably enjoy this creepy, starter-level adventure.

—Kale Hedstrom her Interactive, (505) 880-1718 Win 95 CD-ROM Reader Service #: 308

#### SCOURGE OF ARMAGON

Hipnotic has given us another reason to keep Quakin'. Published by Activision, Scouri

Quakin', Published by Activision, Scourge of Armagon is the first of two new mission packs, and brings three new episodes, three new









## New 3D Iron in the Works

o one in the 3D world can afford to sit still, and we've just received pre-release versions of two new, very promising 3D-graphics accelerators. Internally code-named PCX 2. --NEC/VideoLogic's second- 4 = generation PowerVR adds an important feature-bilinear filtering. VideoLogic is striving to make PCX 2 work smoothly with Microsoft's Direct3D Application Programming Interface (API). overcoming some compatibility Issues the first-generation chip. had. Like its predecessor, PCX 2 will ship with 4MB of SDRAM for texture storage, and will use your 2D board's frame buffer for rendering to screen. Pricing, at \$199, willremain the same as the first-genera-

tion PowerVR boards

Pricing will be about \$299 list.

We tried out CyberGladiators, Monster Truck Madness, a beta version of Terracide, and Hellbender (all Direct3D titles), and put the Hercules board through some 2D duties in both

board through some 2D duties in both billi

Kalistos' Ultim@te Race.

Win 95 and DOS. The new PowerVR looked fairly solid overall, and ran all four titles with few snags (some are to be expected with beta drivers). The bilinear filtering is a welcome addition, improving overall image quality in sittles, all but eliminating the "sparkling" effect that point-sampled textures can produce.

ULTIM@TE RACE, a visually impressive racing title by Kalistos, is written to talk:

to PowerVR's SGL, a chip-specific API developers use to squeeze a little more performance out of PowerVR. This title, along with the PowerVR version of MechWarrior 2, also took advantage of bilinear filtering.

For its part, the Hercules
Stingray 128/3D tore up the
Direct3D titles we threw at it, with
clean rendering and smooth frame
rates. On the 3D side, this featurerich board will support both
OpenGL and 3Dfx's own Glide
API, which has curried favor
among game developers.

As for 2D, the Alliance chip turned in some encouraging numbers in both DOS and Win-95. For comparison, we pitted

the Stingray 128/3D against its Hercules sibling, the Dynamite 128, a very able 2D performer based on Tseng Labs' ET-6000 cnip

In Winbench 97 tests, the Stingray's beta driver was not too far behind the Dynamite 128, at 1024x768 resolution; with 16-bit color. In DOS, the Stingray was only about 3 frames per second behind the Dynamite in Quite's TimeDemo tests.—Dave Salvator

THIS JUST IN

weapons, and two new foes—just for starters. Hipnotic has added environ mental traps, like fall away floors and exploding mines. On one level with a deep cavern, be careful or you'll find yourself "Jones ed" (flattened by a huge, tumbling boulder)

A.so included in this new mission pack is a wicked new DeathMatch level with scads of great sniper nooks, and arge floor areas for closer combat. The high-quality level-design in Armagon should make for hours of macabre mirth.—Dave Salvator Hipnotic/Activision, (800) 477-3650 PC CD-ROM Reader Service #: 304

#### C+MOME

7th Level's attempt to win the crown of the glant robot genre implements some cool features, including the ability to get out of your "HAWC" and run around as a foot soldier. You can even steal enemy vehicles, then use them to kill their



rightful owners. Sadly, though, your cock pit view never lets you feel you're inside four stories of walking badness. Warped and pixe ated textures, even in high-res, leave you feeling trapped in a bad carloon, and the bunging Al has you wondering if you're lighting the Three Stooges "Bot Jacking" is cool, but not cool enough to carry the rest of the game.—Greg Fortune 7th Level, (214) 437-4858
Win 95 CD ROM
Reader Service # 305

#### AIR WARRIOR II

Finally a new World War I air combat game! Air Warrior II is a stand-



## Gamer's Paradise?

aming may not strike you as a particularly social activity, but GameWorks, the new entertainment venture from DreamWorks, Sega, and Universal Studios, plans to catapuit garners into a completely new dimension. Part upscale amusement center, part arcade, the first GameWorks site opened recently in Seattle. Other sites will open in Las Vegas and Ontario, Canada, later this year, with plans to build over 100 centers worldwide before 2002.

GameWorks has many Hollywood names behind it, but was largely inspired by Steven Spielberg's dream for an entertain ment center unlike any other. Representatives at GameWorks are quick to point out how hands on Spielberg is with the project, and from what I saw on my recent behind-the-scenes visit, this indeed seems to be the case.

Design and concept work is handled at GameWorks' seif-proclaimed "skunkworks," on the Universal Studios' back lot. Each and every detail—lighting, music, game placement, viewing angles, and interior design—must be tested and approved here before being placed in a GameWorks center.

More than just your everyday arcade, GameWorks centers have the potential to be a pleasant place for social interaction; safe, sophisticated entertainment; and a unique competitive environment. Dubbed "Spielberg's Three Ring Circus," each multi-million dollar center will feature three main zones, each with its own distinct look, sound, and fee. Zone 1, the Loading Dock, is an intense, competitive area featuring the latest coin op games, designed to appeal to the twitch gamer. Zone 2 is the Arena, a high-energy area featuring several signature GameWorks games, including Vertical Reality, a 24-feet high four-player shooting game.

The last zone, The Loft, offers a relaxing environment with a variety of classic games (Pac Man, Pong, Asteroids, and the like), where players can cool down and meet other people, on-line or face-to-face. Eventually, players will be able to challenge people in GameWorks centers worldwide—in real time.

Will this revolutionary new entertainment environment takeoff? Only time will tell if reality matches the excitement of the concept, but from what I've seen, GameWorks looks like a dream come true for gamers.—Kelly Bickards





alone version of the classic online flight sim. Over 300 solo missions are included, spanning from WWI to Korea, but the emphasis is on WWII combat, with campa gns included for both Allied and Axis forces. In addition to solo play, you can play head-to-head over modern, network, or TCP/IP, or against hundreds of other humans in the online

arenas. Unfortunately, although the sim's engine is greatly improved over previous Air Warrior releases, its graphic look is still very 1992.—Denny Alkin Interactive Magic, (888) 232-5836
PC CD-ROM
Reader Service #, 306

#### STARGUNNER

From the cliched side-scrolling action to the scrolling words at the beginning of every episode,
Stargunner is, at most, a rehash of the side-scrolling shooters of old. Not long ago, Apogee released a modest little overhead shooter called Raptor It seems that
Stargunner is Apogee's next step in reviving an old genre. Though it sports a nice soundtrack and

gives you the ability to buy and somewhat customize your ship, Stargunner has too much of a "been there, done that" feel to it. Unless you are really into side-scrolling shooters, Stargunner doesn't have enough to make a name for itself

—Thierry Nguyen

Apogee/WizardWorks, (800) 229-2714
PC CD-ROM
Reader Service #: 307



## BETHESDA PUTS X-FACTOR INTO X-CAR: EXPERIMENTAL RACING

hether you're solving for X in Algebra, watching "The X Files" on television, or reading the X Men comic book, X stands for that certain something -that X-factor—which hashit quite been defined. Bethesda Softworks' X Can models 16 of the latest experimental racing cars on ten different tracks. Gamers will compete over five realistic tracks from test tracks to a detailed model of Scattle's highway system, as well as five fantasy tracks from the Mayan jungle to a twisting mountain road.



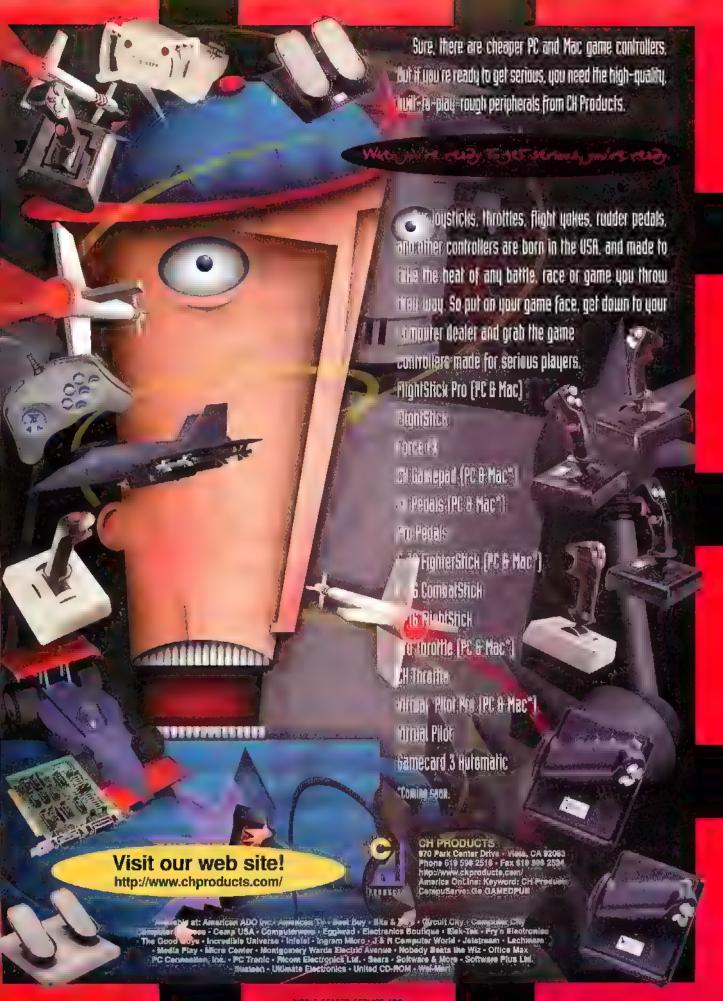
Even in SVGA 800x600 resolution, X Car has a very fast frame rate, and it also features the most ropust telemetry model I ve ever seen. You race the car on the telemetry test track (a high speed ovail) or the skid pad, and record dozens of dala points. These can be played back VCR-style and allow you to loosen or tighten the suspension, adjust the steering, swap out metal metal for carbon-fiber brakes, or tune the engine. Gamers not into the

detailed physics model and

elaborate car set up routines can simply boot up the game and zoom around the tracks in a arcade mode. Finally, arcade gamers and sim fans alike should appreciate such details as the elaborate doppler effect heard when the powerful cars zoom through tunnels, and the nity weather mode that allows you to race in all types of conditions, indeed, X-Car may well rush past the current pole sitters in racing simulations and take the checkered trag. —Johnny Wilson



#### PIPELINE 6300 20/30 Chip Set 1 1 1 305 St. 10 2 37 Achteng: Spitfire! Avaion His 6/97 S mr 97 Agents of Justice MicroPinse Alde De Camp 2 HPS Simulati Armored Fist 2 NovaLogic 9/97 Blade Runner Iron, tes lood 0/97 Spring 97 3D Realms/GT Boggle Hasbro Interactive 8:97 Demon Isle Su ta 10.97 Descent To Undermountain interp **Dungeon Keeper EA/Builfrog** Summer 97 European Air War MicroProse Fa.I 97 Freedom 5800 Audio Adapter D amond Summer 97 Front Page Sports Baseball 97 Sierra Front Page Sports Skiling Serra 10/97 Summer 97 Flying Nightmares III Edgs Flying Saucer EA/Any River FaB 97 erick com **Grand Stam Virgin** Spring 97 ACCOLAD IF22 more ve for at a 097 Imperialism SSI: Interactive Gamenad (USB) Aips Summer 97 **ni. of St. Moreau P**syunosis i 8/97 Last Biltzkring SSUSSG MicroLeague Baseball 6.0 g Alley Empire Myst 2: Riven Broderbund Summer 97 n in Russia (alon **NFL Legends** Accounte 5/97 Pacific General 5 11/97 Pentium II Intel Summer 97 **Pictionary** Hastyo interactive 9/97 Pyramid 3D Accelerator Theop St. 1 37 Red Baron II Sierra 9/97 10/97 Return to Krondor 7th Level Summer 97 Semper Fi nteractive Magic Shadows of Riva Sir-Tech Spring 97 Spider Man: Venom Factor 1/1 of case by the 9. Marchael Bazzaro Startleet Academy Interplay Spring 97 TFX 3 DID Summer 97 w Truck Rally Psycho Tone Rebellion Broderband F7 97 Triple Play 88 EA Spo Twinsen II Activis on Ditima On-Line Origin Unreal Epic nuner 97: War Inc. I was 'two Marke 7/97 Wes Craven...Fear Compressing 0.97 Spring 97. X-COM: The Apocalypse Mic office Summer 97







"Can I challenge Arnold Palmer and my buddy in Tibet to a skins game on Maui in heavy fog at 3AM?"

an I golf in 16 7 million colors? Can I play against Arnold Palmer at Latrope? Can I play against my friend in withit? Can either of them beat me? Can I take a 3-D cour of the Kapalua Plantation Clubhouse? Can I play mucch play? Dort ball? Skins? Can I add in my own sounds? Can partition a comera over the ocean? Can I place a camera right in work of the bull? Won't that break the camera lens? Can I at 113 play all the Links Championship Courses Care I was retricted thay with WIN 95? Can I get 1600X1200 resolution? Cal I make a higharching wedge shot back up on the green? Can Togatch Arnio react to a good shot? A had shot? Can I resize the viewing windows? Can I see the tees break off? Can I choose from dif ferent golfers? Both male and female? Can I use the mowing stripes to read the contour of the green? Can I take a Virtual Reality tour of Arnie's workshop? Can I golf in Nawaii, Pennsylvania and Chicago on the same day? Can 1 get a 3AM tee time? Can I hear the birds and waves in 3-D stereo? Cam I hit my ball 1/2 mile out of bounds? Can I play from there? Can I watch serial fly bys of every hole? Can I choose from more than 15 add-on courses? Can I watch an instant replay of my swing? Are there multiple camera views? Can I challenge an artificially-intelligent computer opponent? Can I retract the control panel? Can I call toll-free for support? Can I take multimedia tours of Kapalua and Latrobe? Can I save a round in progress, go to dinner, and finish it later? Can I send and receive text messages during a round on the modem? If I lived on the course could I find my house? Is Links LS the most realistic golf simulation

ever7 -







The NEW Links LS add-on courses







The NEW Links 5-Course Libraries Vol. 1, 2 & 3: Playable with Links LS, Links Pro CD, Microsoft® Golf, & Links Pro CD Macintosh®





www.accesssoftware.com - Code 010-CGW



## Fallout on 'GURPS Fallout'

Iter weeks of haggling, nterplay finally made it official in mid March GURPS FALLOUT IS dead. Long live FALLOUT,

For those just tuning in to the soap opera, here's the story: Interplay has spent the last three years working on a post-nucelar RPG based on Steve Jackson Games' GURPS (Generic Universal Role Playing System) pen-



and paper role playing system. This is a system widely admired by RPG lans for its rich complex ly and flexibility, and FALLOUT was to be the first computer game to incorporate it.

After years of work, however, relations between the Interplay design team and Steve Jackson began to deteriorate earlier this year when Jackson began to veto some of the design decisions—a contractually allowable action that was nevertheless giving interplay an Industrial-strength inigraine. So, in mid-February, Interplay announced that, due to "cre alive differences," they were forsaking the Gorps license and creating the'r own rule system for their upcoming FALLOUT

Soon after, however, Steve Jackson comment



ed on his Web site that he didn't consider Gurps Fallout to be dead yet, and Interplay affirmed that they were indeed still negotiating. In a phone interview con-

ducted before Interplay gave GURPS the axe, Jackson lold CGW that he felt that he had made many compromises with Interplay, and was anxous to see the project move forward, but was worned that "the decision to go on without GURPS has taken on a life of its own."

> As it turns out, Jackson's worries were correct. Now Interplay must proceed with the game with a brand new system, creat ed in-house, to replace GURPS. We took a look at the new system, dubbed "SPE CIAL" by the Interplay team, and while it lacks some of GURPS' complexities, such as character disadvantages, it functions similarly enough that it should help keep the project interesting.

The sad thing is, all the parties involved seemed to want to make a Gurps product, but coulan't work out a decent compromise. FALLOUT project leader Tim Cain said (before the



final decision was made), "I was the one who wanted Gunes in the first place. I set out to make a Gurps game, so I don't want people to get the idea that I want to toss Gurps out."

Interplay also stressed to us that this turn of events does not necessarily mean that there won't be a future GURPS RPG coming from them, since they still have the license, Jackson, for his part, seemed far less convinced about the possibility.

"What would you do if you were me?" he asked. "I work on it with them for three years, and then they decide not to go with GURPS. Why would I want to go through that again?"



shedding,



and drooling.



Not included.



Now there's a breed of dog that virtually can't be anything but the perfect pet. These fun hounds grow from puppies to adults. And as they do, all three of them learn more and get better at doing their tricks. You can even take your K-9 Companion to vivid 3-D places like the beach, Hot dog! Call toll-free 1-888-992-5433 or visit the software retailer nearest you. Our web site is at www.fujitsu-interactive.com



It's a big world. Get to know it.

Go fetch it soon.

CD-ROM for Windows 195

CIRCLE READER SERVICE #284

Target Release Date June, 1997

Developer Kronos

Publisher Playmates Interactive

# Meat Is Murder

MEAT PUPPET'S Macabre, Violent Atmosphere Casts Its Shadow on Crusader

by Elliott Chin

ny time you get a blockbuster in the computer gaming industry, you're sure to see a flood of ciones following in hot pursuit. We saw

it when a dozen Doom clones tried to cash in on the first-person shooting craze, and we're seeing it now with the deluge of real-time strategy games trying to mimic Command &

CONQUER'S SUCCESS.

We also saw a similar phenomenon when Causader: No
Remorse seized the market
Here was an exciting departure from first person shooters, with an isometric look
and platform style gam-

ing. Sure enough, a raft of clones followed, including Gender Wars, Total Mayhem, and Beolam—all of which flopped Now, I hally, we might actually see the first successful, fun Crusader clone grace the PC. Why will it be successful? Because it isn't a clone at all, but a well-designed, dark, over the top project that was actually started before Crusader even came out.

#### DARK NIGHTS

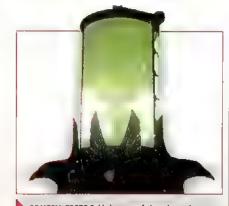
Play the Most Paper

MEAT PUPPET is moody and filled with dark humor, like a computer game version of Blade Runner. In this universe, leaders of

the world use assass ns called Meat Puppet to murder their rivals. Once these killers complete their assignments, they are lobotom zed and discarded. Our heroine. Lotos Abstraction, has been accidentally inducted as a Meat Puppet Now, an evil entity called the Martinet is using her to stay six ambassadors of the world's leading embassies (the future's equivalent of ruling corporations). As Lotos says in the intro movie, "I don't want to kill any one. "But she can't refuse the Mart net's dic turns, because LOTOS embedded in her A8STRACTION skin are sacks of Our heronce is an assher evil master's whims. But as the game progresses, you soon discover that a friendly robotic companion, Dumaine, will help Lotos flight the Martinet Together with Dumaine, she'll finish the Martinet's dirty work and then come back for him.

MEAT PUPPET WIll remind many of CRUSADER, as the perspective is an isometric, three-quarters view. However, the size of objects in the gameplay screen is much smaller than in CRUSADER, which means the main character and enemies aren't as large, but that you see more of the level.

Visually, Meat Purper is more impressive than Crusader. Action moves smoothly, even at resolutions of 800x600 and 1024x768. Though the palette is sometimes dark, there is still incredible detail in the environment and creatures. Lotos moves beautifully, as do her enemies, as the game sports over 20,000 frames of character animation, and over 35,000 frames of object animation. If you sit in a corner, you'll see monsters fighting each other, nibbling on body parts, and engaging in real-life actions. This, combined with the game's lush graphics, breathes a life into the game that hasn't been seen in any Crusader clones.



COUSIN CICERO He's one of the six ambassadors on your hit list. Actually, you'll have to extract information from him before tossing him into a meat grinder.

kinking assassin who is

trying to get even with her

master the Martinet, and end-

his mysterious reign of terror

poisonous gel that

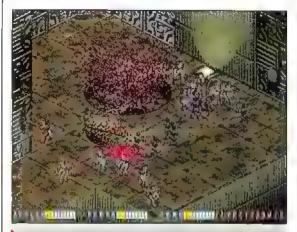
the Martinet can

release at will

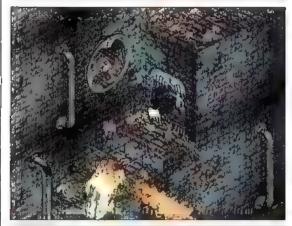
So, she has

to carry

öuŧ



CEREBRAL CHALLENGE Not all the levels of MEAT PUPPET will be shooting sprees. In this level you push Cloero—the brain boy-into the meat grinder



LIGHT MY FIRE The abominations are wandering zombles that feed on humans. Like the other enemies of MP, they all have their own personalities.

#### IT BURNS

Like Crusader, Meat Puppet offers nighty combustible environments, and there will literally be hundreds of objects to manipulate and destroy. Adding to the mayhem is Meat Pupper's 360-degree globe of fire, which allows you to larget any single pixel on the screen and fire at it. Basically, this means that anything you can see, regardless of elevation, can be targeted and attacked. However, only those objects that turn your targeting reticle red will have a satisfying animated explosion.

In addition to violent shootouts, gameplay consists of standard platform conventions. The levels are cleverly designed, with each one having a particular dark theme. In the Eugenics Clinic, for example, you'll see evil children playing while needle-hurling nannies round them up

for use as cannon fodder when you appear Those same nannies, the Nurses Mucklewrath. are bitter spinsters who, if teft alone, will start gossiping and smoking digarettes while the children loiter.

The sewer levels, where near mindless abominations dwell, is filled with grungy brick walls, dripping ceitings, pipes, and muddy water, It's here that you'll see these abominations feast on the torsos of bodies that were flushed down the upperworld's todels, only to lay festering in the mutants' sewer homes. Sometimes, if you're quiel enough, you'll even see them play catch with the torsos they're munching on.

There are of course, many other levels, each with their own strange and menacing atmosphere and peculiar inhabitants. You can be sure though, that they will all be hostile.

The Al of the enemies in MEAT Pupper will be varied and soohisticated, and they'll react to your actions. If you gun down one kid in the Eugenics level, the others will get scared and run away. But it they encounter their nanny, she'll

round them up, give them a morale poost and send them towards you. In those cases, you'd want to kill the nanny and scatter the pesky kids. In the sewers, you might want to just blow up one abomination and then run away and then let them feast on each other's putrid flesh.

#### **LOTOS POSITIONS**

Gamers will also notice that Lotos has a lot of character, if you waste her gunfire and she runs out of ammo. she'll mumble, "Shit!" and then throw her hands up in frustration. When she enters the Eugenics level and sees all the knife wielding kids descending upon her, a toathsome "I hate kids" will escape her breath.

The enemies will likewise have personalities. In the Eugenics Clinic, one boss character you'll have to fight is Cousin Cicero, a huge-headed fetus whose head is so large he needs to be supported in a tank of fluid. When you shatter his tank, he'll spill out and start flopping around like a fish, pleading with you for mercy in his wimpy little voice.

Everything Kronos is doing with Meat Pupper. seems to be geared towards creating a believable environment, as well as a fun, ultra-violent game. At one point, David Sears, producer for MEAT PUPPET, wanted to go for a dark and serious game, but when he saw just how extreme the game was in terms of bleakness and violence, he decided to take it one step further and make it outrageously silly. The look and feel of the game certainly achieves that goal, and the level designs and sophisticated Al appear extremely successful at creating a real world environment. Judging from the betail played, I think you'il get a good glimpse at a dark world. with some hilarious (and violent) action. %



Dumaine is a tech

puppeteer who will help you topple the Martinet, in certair you open locked rooms and ocate Items

CGW

Target Release Date June, 1997

**Developer Interactive Magic** 

Publisher Interactive Magic

# Raptor Attack

Could This Be the First Serious Lightning II Simulator?

by Denny Atkin

nown by Lockheed as the Lightning II and nicknamed "Raptor" by the pilots who will Illy it, the F-22 promises to redefine air combat. With steath, the ability to cruise at supersonic speed without afterburner, and next-generation avionics that will take much of the workload off the pilot, the F-22 should help the U.S. regain a clear technological edge in the air combat arena.

It seems the software industry is a step ahead of the Air Force: By the time the first pre-production F-22 enters full scale testing later this year there will a ready be four F-22 simulators on the market. The first two, NovaLogic's F-22 Lighthing II and Mission Studios' JetFighter III, which concentrate more on the action side of the spectrum, are already on the market. In a few months, sim owners will be treated to the more authentic

TFX3, from DID, and iF 22 Air Superiority Figure (ASF), from Interactive Magic. While TFX3 is still under wraps, interactive Magic recently supplied us with a late alpha version of iF-22 ASF. While this first home-grown sim from IM promises to keep the action fans happy, it also looks to have the right stuff to satisfy the serious sim pilot.

#### **FULLY LOADED**

Glancing at the specifications for ASF, it looks like a flight similar's raundry list; flight models ranging from arcade to real stic, authentic aircraft systems, three be levable conflict theaters, 3D-card support, and a variety of viewing options. ASF should be as much a jump over previous jet sims as the real F-22 is over its predecessors.

Designed for Pentium 90 and faster machines (a P120 is preferred, with a P133 or faster listed as "ideal"), ASF features both single, and multiplayer missions. Solo mode offers instant action, single missions, and a dynamic campaign. You'll try in four combat theaters: Fort Collins (used for training), Boshia, the Persian Gull, and Ukraine. The backstories for each of these conflicts are well done and convincing enough to draw you in.

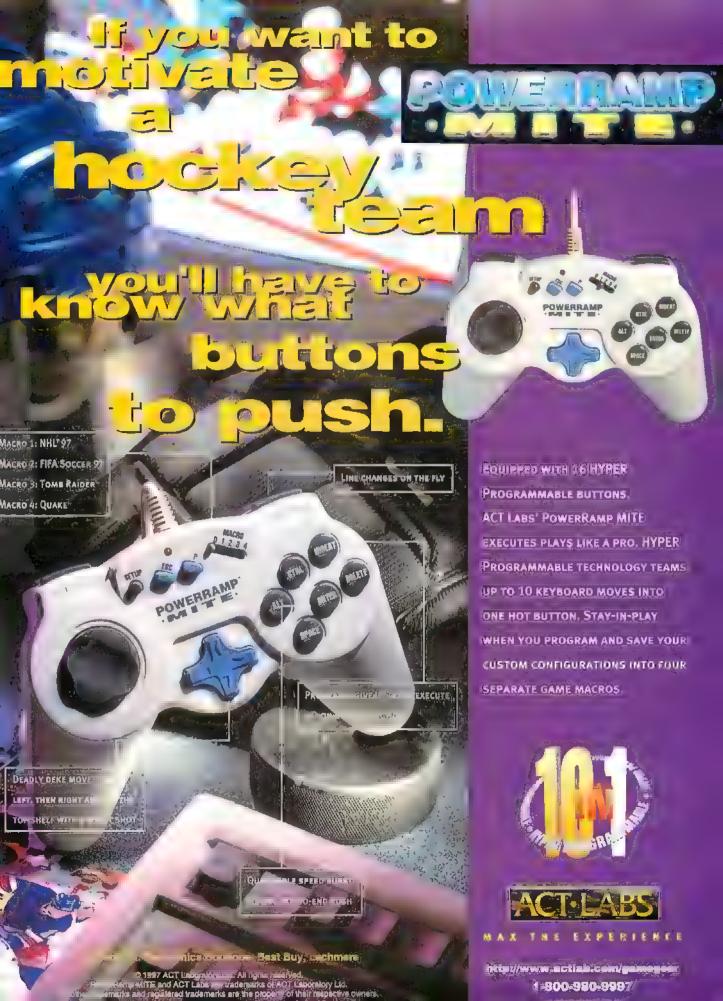
ASF has no canned missions—instead, the program has a situation generator that looks at the current state of the battlefield and dynamically creates a series of missions. In single mission mode, you're given a choice of 10 or so missions, ranging from combat air patrols to ground-support to suppression of enemy air defenses. White there's no greater campa'gn picture to worry about, your success does affect your pilot's status—you can earn promotions and awards or go MIA or die. A though the targets and mission objectives are fixed, you do have the ability to after the weapons loadouts of aircraft in your flight, and to add or change waypoints to and from the target.

More intriguing is the campaign mode, which presents you with a similar set of missions, but where your success or failure has far-reaching consequences. Each mission influences the over all success of your country's forces, and targets that are destroyed remain down in future missions—at least until enough time has passed for the target to be repaired. Three conditions will conclude a campaign: if you push the enemy out of the combat area, survive long enough for peace negot ations to conclude the war with a stalemate, or are pushed out yourself by superior forces.

One innovative feature that I hope will become de nguer for simulations with dynamic campaign



 GREEN ACRES The satellite-mapped imagery in if-22 ASF looks great when you're flying at medium and high altitude, even without a 3D card



generators is the ability to save individual missions—before or after flying them—for later play. If you're issued the strike mission from Hell, you can pass it on to your friends and see if they can survive it, or keep it around to replay when you're looking for a serious challenge. But, in the preliminary version, there doesn't seem to be a method for creating a mission entirely from scratch.

#### FORMATION FLYING

You're not atone in the skies, however. To excel at ASF, you'll need to engage the cooperation of wingmen, either computer-controlled or human. Communications are handled at three levels: you can talk to wingmen on a specific UHF channel, broadcast on a guard frequency monitored by all aircraft, or stealthily share data with friendly planes over your Inflight Data Link (IFDL). In addition to typed chat messages in multiplayer mode, there are also a series of canned messages you can send in both single-and multiplayer missions.

ASF has three styles of multiplayer action. There's a simple free-for all dogfight mode, as well as a Capture the Flag scenario. In the latter scenario, players face off in two teams, with one airfield for the Red team, one for the Blue team, and one neutral airfield. Along with human pilots, each side has computer controlled scramble aircraft and SAM/AAA defenses. The goal is to reduce your opponent's defensive capabilities to the point where your computer controlled C-17 transport can safely land on his base and seize it. Both scenarios allow players (except the host) to enter and leave the mission at will. The final multiplayer mode of play is the cooperative mission. These are essentially the same as single missions in solo mode, except your flight is composed of human-control ed aircraft.

#### ALL SYSTEMS GO

ASF has the best re-creation I've seen so far of the F-22's advanced avionics systems. As in the real F-22, gone are the days of adjusting radar azimuth and



 MrG ALERT The MrG-29 is no technological match for the F-22, but it's still a challenging opponent in a knife fight



BUTTONED UP Forgot which key lowers the gear? All the relevant switches and buttons in the cockpit can be operated with the mouse.



TANK EATER You'll find a full complement of modern at ed and Eastern Bloc aircraft in the skies, including the A-10 Warthog.

frequency, and of checking multiple displays to get a full picture of the combat zone. The F-22 has four Multi-Function Displays (MFDs) which give you an overview of detense, tactical, attack, and stores status. Although the "big picture" provided by these displays—often with 360-degree radar coverage—may seem unrealistically complete, it's not. In fact, the F-22's advanced capabilities portrayed here all mesh well with published information in journals such as Aviation Week and Space Technology.

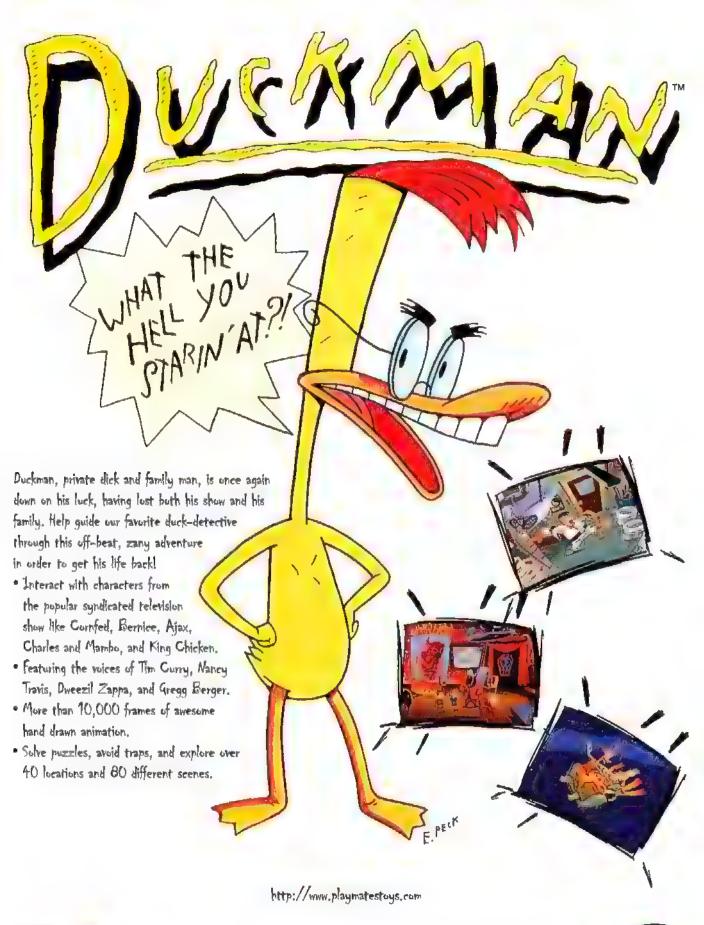
The real F 22's IFDL data link allows it to combine information from other fighters, AWACS, and ground stations on its status displays. This allows you to enter a combat zone without your active radar broadcasting your position. Stealth should play a big part of ASF missions.

This data link also works well for coordinating attacks with other aircraft. You can have your offensive systems create an automatic "shootlist" of the highest priority largets, and you can define a shootlist for your wingmen as well.

#### SATELLITE VIEW

This sim promises to be a real dazzler in the graphics department. The early alpha had quirky Direct 3D support, so we were only able to run it on a standard 2D graphics card. Even so, the satellite photo-based landscapes looked fantastic at altitude. And despite the level of detail, I was averaging nearly 30lps on a P166 system at 640x480 resolution in the alpha version-a nice change from other recent titles that bog down to 12fps or less on the same machine. Unfortunately, while the terrain looks fantastic at dogfight altitudes, the effect falls apart at ground level in the alpha version, degrading to a mess of big pixels. Hopefully the development team will be able to address this before the product ships.

iF 22 ASF looks to be an impressive effort, especially for a freshman entry in the sim arena, if all the parts come logelher as planned, this could be the first F-22 sim to really satisfy novice and expert pilots alike. §

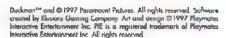












Target Release Date May, 1997

Deschaper Bolfo Vanner and Bollet Science

Publisher SegaSoft

# Sloshed in Space

Experience Close Encounters of the Weird Kind in Steve Meretsky's The Space Bar

by Jeff Green

ver lhe past 14 years, game designer Steve Meretsky has created some of the funniest, most memorable, and most challenging adventure games of all time, including the class c text adventures Hitchhiker's

GUIDE TO THE GALAXY, PLANETFALL, AND LEATHER GODDESSES OF PHOBOS. Now he's back with a new adventure, THE SPACE BAR, which retains the goofy spirit of his older games but taxes a quantum leap forward in the graphics department.

Meretsky and his company Boffo Games developed The Space Bar with the resurgent Rocket Science, whose recent Obsidian was one of the best adventure games of the year (see review in this issue). The Space Bar's conceptual design is by Rocket Science visual designer Ron Cobb, best known for his legendary alien creatures in the Mos Eisley cantina scene in Star Wars. With an A-Team

of lalent at work, the game, due for release this May, has the potentia, to be one of the year's strongest adventures.

#### STEP INTO MY SHOES

You play the role of Alias Node, a human detective on the planet Armpit VI, assigned by Amalgamated Vacuum to apprehend a shape-shifting a len fiend who has stolen secret government technology, murdered a fellow officer, and kidnapped your partner in the

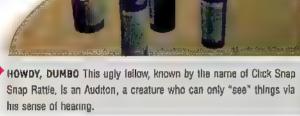
process. The killer has been tracked to a space port bar called The Thirsty Tentacle, where a host of interplanetary species are hanging out and whetting their whistles (or whatever it is that they

have). You must discover which of the many aliens in the bar is the killer before he escapes the planet.

Catching a shape-shifting alien would be no easy task, but you possess a very special ability: You can mind-meld (or perform "empathy telepathy") with other creatures. This allows you to enter into the brains and bodies of those you are interrogating, and flash back—from a first-person perspective—into events in their past; which will ultimately provide you with clues to the game's big mystery.

THE SPACE BAR contains eight of these flash back sections, in which you will inhabit the bodies and assume the perspective of eight wildly different alien races. Each section is effectively its own mini-adventure game, with its own unique look, goals, puzzle type, and structure. This ability to switch character perspectives has been done before, most recently in The Residents' under-appreciated BAD DAY ON THE MIDWAY, but THE SPACE BAR takes this idea to a much more radical and creative extreme. Meretsky and Cobb let their imaginations run wild to give gamers a series of challenging, witty, and totally unique gaming experiences.

For example, in one section of the game, you assume the persona of an alien dailed an Auditon, which is a sightless, bat-like creature that can only "see" things that make sounds. Thus, your screen remains totally black except for spots from which sounds emanate (where a clock would be, for example). In another section, you play a large insectoid creature called a Zzazzi, so your screen perspective looks like that





FLY BOY in one of the more challenging sections of The SPACE BAR, you'll assume the first-person perspective of an insect-like creature called a Zzazzi, complete with more eyeballs than you'll know what to do with

COW





I'M WITH STUPID Meet Fleebix (laft) and Thud (right), the most co-dependent allens you'll ever be likely to encounter. You'll inhabit both characters' bodies in the course of the game

of a multi-eyeballed fly. Other forms you will take include that of a robot, a limbless alien who lives in a jar, a moron, and a potted plant. Yes, a potted plant. And you lhought Ban Moyo was werd

#### **HELLO SAILOR**

THE SPACE BAR IS non-linear, so you can feel free to explore the bar and work on any of the flashback sections at will, getting stuck in one place won't stop the game completely. The non linearity does have one drawback, though, at least on the beta I played: constant disc-swapping. It would be nice if the game could warn you ahead of time when a disc-swap would be necessary

The game's 3D graphics, reminiscent of those in Obsidian, are quite sturning. Ron Cobb's alien creations are as funny and weird as the ones he created for *Star Wars*, giving solid form to Meretsky's oddball ideas. The game also employs 360 degree panning, similar to Zork NEMESIS, in order to create a deeply immersive environment.

Finally, whereas most adventure games these days reave gamers desperately clicking all over their screens in search of something to do, The Space Ban is loaded with active areas to explore. Meretsky knows that gamers like, and will always try to do, stupid things just to see what happens. The Space Ban encourages such behavior throughout. The game is crammed with gratuitous jokes, sight gags, useless information, and

weird gadgetry such as the Mister DrinkMaster 2000, a drink machine with no functional purpose in the game other than to let you order drinks that will kill you

Interaction with the game's many characters is also refreshingly lighthearted. Along with standard actions to choose from (such as Examine or Chat), depending on who (or what) you're talking to, you might also get choices such as Smelt or Pull Leg Off or Kick. Again, many of the lengthy dialog trees you can follow have no point other than to entertain. In this respect, the game is spiritually closer to the old text adventures than to modern adventure games, with an environment that rewards any action you take—whether brilliant or stupid—with some kind of humorous response.

#### **BUT SERIOUSLY**

Despite its lighthearted atmosphere, ihough, The Space Bar is an extremely complicated and bizarre game that is likely to appeal best to hard-core adventurers used to a serious mental challenge. Newbies, faced with things like a multi-eyeballed screen, are likely to find themselves in over their heads very early on Games tend to get a lot less funny when you can't figure out how to play them.

But I say bring it on. Ever since Myst, the adventure genre has been glutted with one pretentious, artsy-fartsy coffee table game after another. Fortunately, fans of humor-based adventure games have been getting a respite of sorts, with games like Toonstruck, Lesure Sult Larry 7, and Dischorto II. Now, with Steve Merelsky, one of the genre's masters, returning to the fold, it feels like we have a real renaissance on our hands.

If you're looking for an entertaining adventure game, belly up to The Space Bar. From what I've seen, you should get a good buzz &



DON'T DRINK THE WATER Though you might be tempted to take a drink here, be forewarned that this is actually Ambassador My and Ty, and they'il take such an act as a senous insuft





### SIRTECH

Tel: (315) 393-6633 Fax: (315) 393-1525 E-mail: webmaster@sir-tech.com

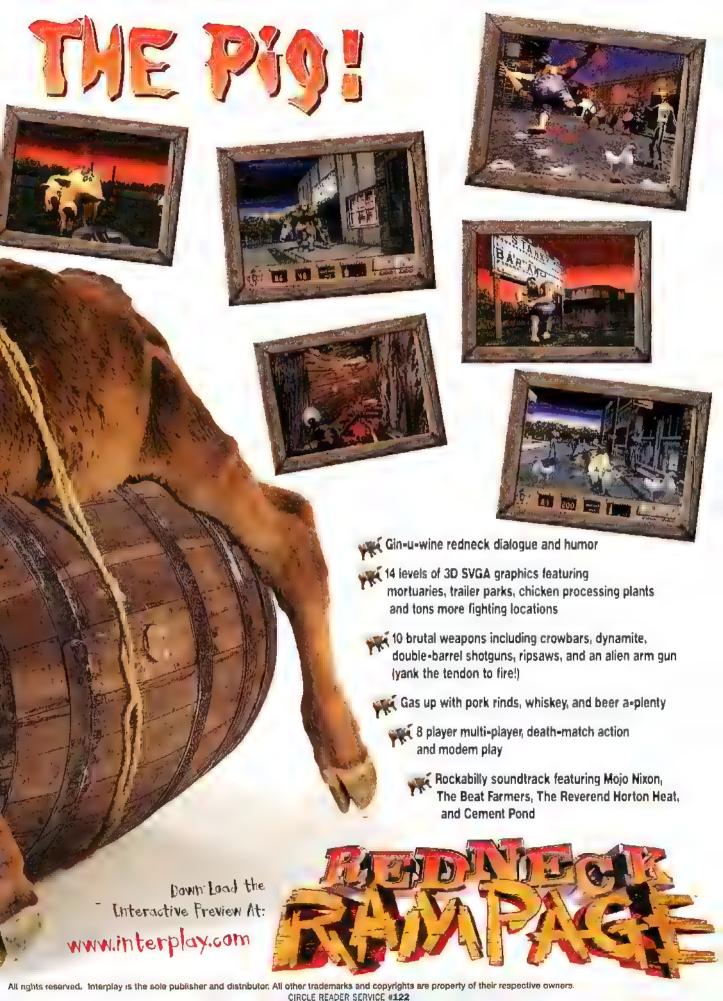
E-mail: webmaster@sir-tech.com
www.sir-tech.com

CIRCLE READER SERVICE #125

To order, visit your retailer, or call: (800) 447-1230.

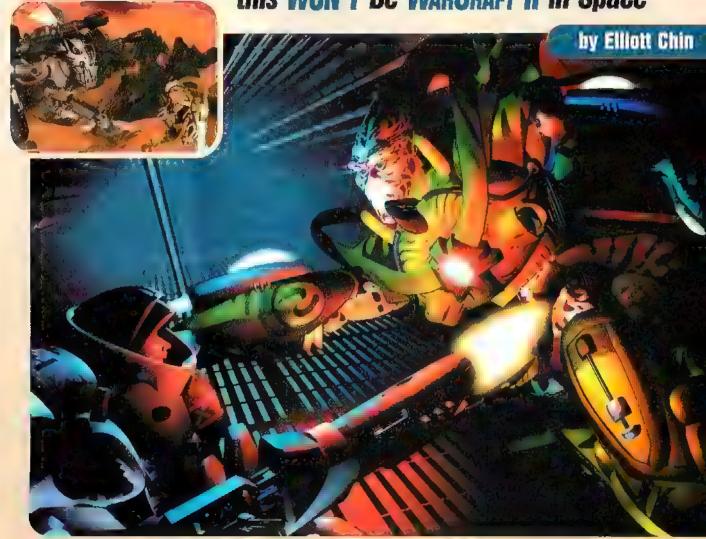
For Windows 95 and DOS





# Reaching For The Stars

**Blizzard's Strategy Blockbuster StarCraft Features a New Design, Incredible Artwork, and an All-New Engine— this WON'T Be WarCraft II in Space** 



t last year's
E3, Blizzard
unveiled
what it hopes

will be its next real-time hit: STARCRAFT. The demo was hastily assembled, and it looked very much like WARCRAFT II with new art in an outer space setting. But Blizzard's designers didn't want the game to merely copy WARCRAFT II, and right after E3 they scrapped the demo and started work on a completely new engine and an all-new design. Now, most of the million-plus gamers eagerly awaiting STARCRAFT have come to realize that it will be very different from WARCRAFT II.

Craft Your Own Games

\*\*Luzzand and with a larger school of the larger o

ome folks at Blazzard still worry that gamers will think of STARCRAFT as just "Orcs in space." Given the superficial previews in other game magazines, they have cause for concern. To overcome the misconceptions, Blizzard invited us to take an exclusive look at the project, and from what we've seen, we think you'll be blown away.

How big will StarCraft be?

Blizzard wants to make StarCraft as big a leap over WarCraft II as

WARCRAFT If was over the or ginal

> WarChart, They're adding better art, more special effects, more realism, revolutionary multiplayer options, and a laundry list of game-

play enhancements that many other realtime games still have yet to implement



Like other Blizzard [Ties, STARCRAFT has an intriguing story that brings the game to life. The game chronicles the conflict between the Protoss and the Zerg, two rival alien races genetically engineered to near-perfection by the same alien fathers.

participant contact the property of the contact to the contact to

Now, they're moving towards a final confrontation. Caught in the middle are the scattered nations of the Terrans, a nomadic people trying to scavenge their way to a meager living among the stars.

Here's Where You Come In

Un ike the WarChaft
series, where the two campaigns were mirror images
of each other, each of
StanChaft's campa.gns are unique
and tell a single act of a three-part story.



ANDING GIAL THE DESCRIPTION OF SOMERIES FROM CONTROL NOTICE THE DATE.

First you'll play from the role of a Terran. When you finish that campaign, you'll understand their role in the story and get a glimpse of the larger story chronicing the Zerg Protoss conflict. The second campaign is from the role of the Zerg, where you attempt to assimilate the Terrans and defeat the Protoss. After this campaign, more of the story will be revealed. After completing the third campaign as the Protoss, the story comes to a close.

Each campaign is slated for 10 scenarios, which will be a mixture of space, ground, and installation combat. Space combat will include asteroid land masses and wide stretches of outer space, ground combat will be similar in feel to WARCRAFT II scenarios, and installation scenarios will be lights in enclosed areas, such as space stations, similar to Luke and Han's rescue of Leia aboard the Death Star in Star Wars

#### Visual Realism

The campaign and scenario design are the least of StarCraft's features. Where Blizzard is investing most of its resources is on art and gamepiay. Blizzard is striving to create the most realistic environment ever seen in a real time strategy game, so the look will be helech, heres, and sophisticated, it has a more isometric perspective than WarCraft II in order to provide greater visual

#### The Races Of StarCraft

#### TERRAN

n. C., politica de Cinilla de la La Carta de Cinilla de la Constança de la como

is the control of the

constants of transportating will be to a least allow your large. The pessence that is considered with a manufacture of the pessence that is considered with a manufacture of the pessence of t

المراز ال

The second of th

Bloom is the discussing allowing form in the minimum of the constitution of the consti

#### 

To Log in the Og despinions in a graph Some in Strangistes Thomas in Millions, Soft contact from the Strangistes in the second The property of the property o

Section of the property of the section of the secti



The interior

sujednos servitos (se parte o comentade per ordes. So importe approximate per ordes explosites registal actual approximate proximate properties.

The red Silver drick spril of the actor, to the need a substance which the Chien to the control bedresses in the control bedresses in the control bedresses in the control bedresses the springs in the control source the springs in the control source the springs in the state of the control source the springs in the state of the control source the springs in the state of the control source the springs in the state of the control source the springs in the state of the control source the springs in the state of the control source the co

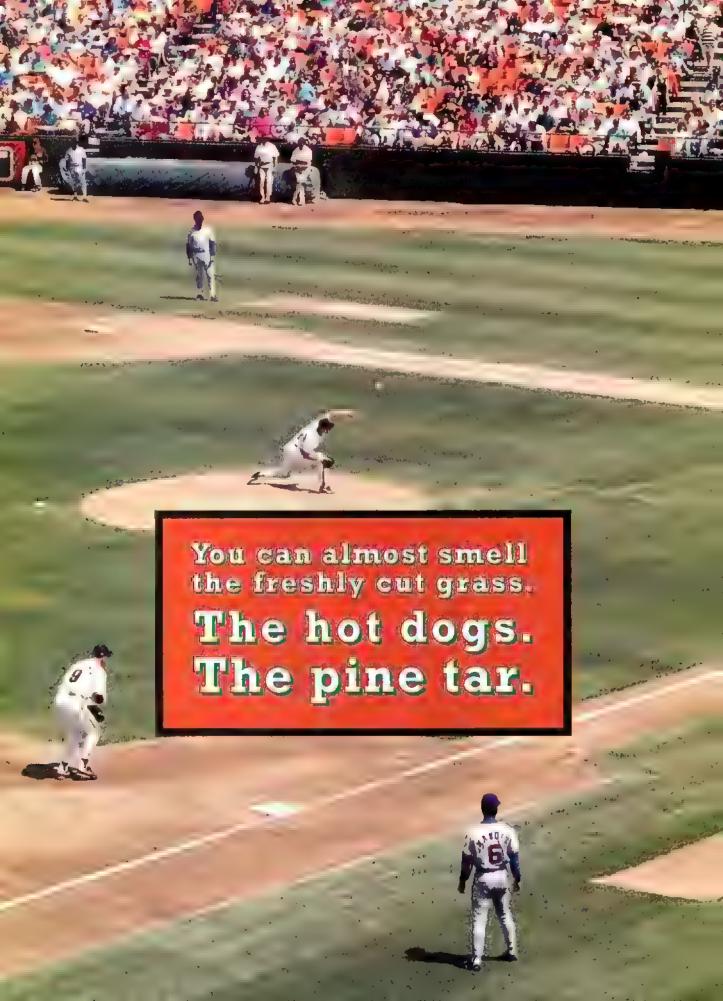
entre, is - to be a long of the long of th

#### 

They will have the total and the strongest individual transaction of the strongest ind

The Probasic process will operate similar to success if you'ld be list of our of success of the ability to all plans at the ability to a success of the ability at the ability of the ability to a success of the ability to a succe

d schen stock in the close of the content of the co





Exclusive Pitching Mater less you control your wind-up and release like an ace reliever. Feel the pressure on the mound that if takes to through big-league pitches.



Unique Batting Metar lets you keep your eyen the ball and control the powerin your swing everything it takes to find the sweet spot and "park one."



On-the-fly 3-D environment and free-moving samera give you the action from field level in 28 authentic stadiums. Accelerated animation provides the smoothest, fastest graphics for the most realistic baseball action.



Superior Artificial Intelligence creates over 800 MLBPA players and prospects who think move and play like the pros, based on up-to-date player statistics by STATS Inc. Its your average against their: And they didn't come to the majors to lose

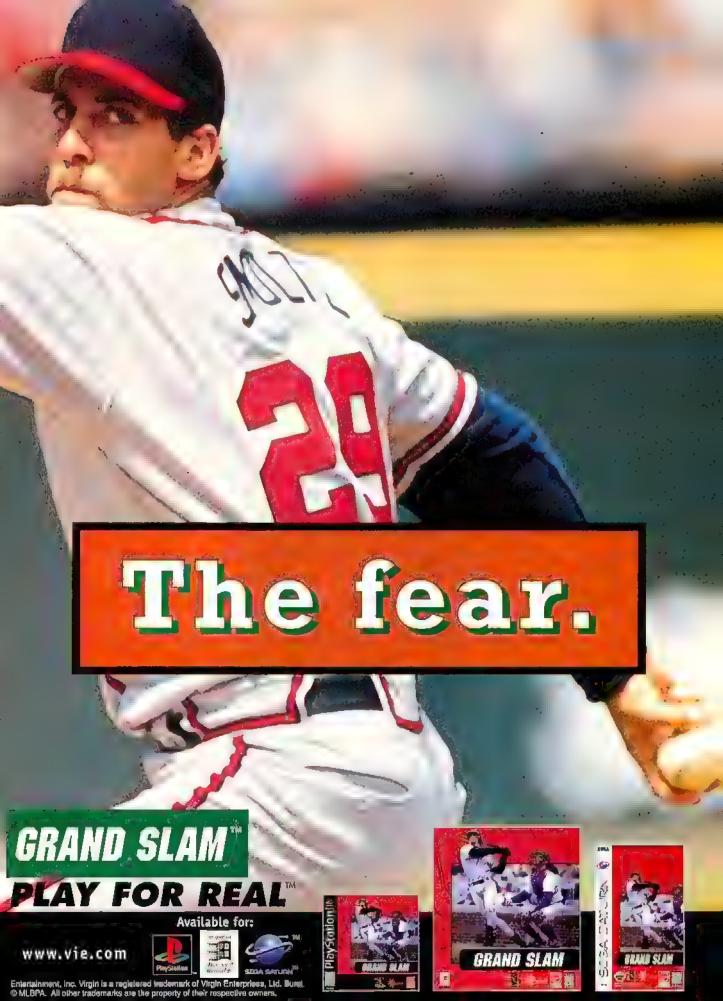


"...unprecedented control."

MPECAROVIC GPWING WOLLDAY

The most realistic gameplay ever





depth and more animation in the buildings. For example, the Zerg hatchery has four tubes that pulse and spit out squirming farva. Units will also be an mated, so you'll see the Zerg cocoon when at mutates, pulsing and wriggling ever more viocently until a new lifeform bursts from the egg

Expect more detail in the unit displays, as well. Every unit has a wireframe to indicate damage, as well as an outline for shielded units that changes color when damaged. Zerg units, being organic, have a heat outline that changes color when hurt,

Speciacular special effects are also in the works, including transparent smoke and translucent lighting. Some ships will have cloaking technology, which has a ripplied effect when activated, similar to the alien's movement in *Predator*.

The lighting model features a slightly enhanced fog of war. Most units will have a light radius, so in most cases you'll be able to see a ship's head-

lights before you actually see the unit. This will give you the opportunity to create some interesting deception factics.

You can also expect more visual realism in combat. For iristance, when Terran robot units move to attack enemies laterally, their legs will move one way while their turret torsos swivel to face the enemy before firing. If it hits its Protoss target head on, you'll see the Protoss front shields

light up. If it gets hit in the back, you'll see the aft snields explode.



ALEEN ATTACK The Zerg are designed to be an overwhelming herds.

While the Zerg will have the weakest/ranged attacks: they will have the montpowers powers arrows stated at a construction.

#### Terrain Day

Blizzard's quest for visual realism also extends to the terrain and environment. You'll see transparent water and lapping waves on the land, and many objects will be interactive, such as operable elevalors and destructible pipes and barrels. Weather will also play a rote. The designers are trying to include periodic storms, fog, and even nebulae in space combat. These environmental effects will probably affect gameplay, for example, by limiting visibility. There won't be any harmful effects, such as earthquakes or meteor showers, but having regular weather patterns will definitely add realism.

In addition, Blizzard will be adding more tactical realism to combat. In WARCRAFT II, elevation didn't affect battles. In STARCRAFT, though, if a ground unit is attacking a unit that has higher ground, he'il be at a disadvantage. The ground unit will still be able to fire, but its chances will be lessened since it's harder to hit something above you.

The computer will also take obstacles into affect in determining your hit percentage. With terrain being a factor, getting straight

lines of sight and proper facing will be even more important in StarCraft than in other reaf-time games.

Combat debris will also affect gameplay. Debris will drift off into space, and ground-based combat will result in persistent debris that impedes movement. In the case of the scavenging Terrans, they'll even provide a few resource units for you to strip.

#### **WarCraft: The Adventure Continues**

GREAT NEWS FOR WARCRAFT FANS: the Ordish hordes are coming back for more Bilzzard's first project after Starcraft will

bring gamers back once more to the lands of Azeroth and beyond—but in a different form than you might expect. Instead of WarCraft III, Blizzard is diving head-first into a completely different genre—adventure games—to continue their story.

WARCRAFT ADVENTURES: LORD OF THE CLANS IS SET IN the time period immediately following the WARCRAFT II: BEYOND THE DARK PORTAL expansion set. The Ores have now been beaten.

down twice, and, in the words of lead designer Chris Metzen, "are not doing very well." You are Thrall, a young Orc slave who's been raised by humans since infancy. Over the course of the game. Thrall will escape from his bondage and set upon a quest to relearn what it means to be an three with the goal of near ting the Orc dans and returning them to their former glory.

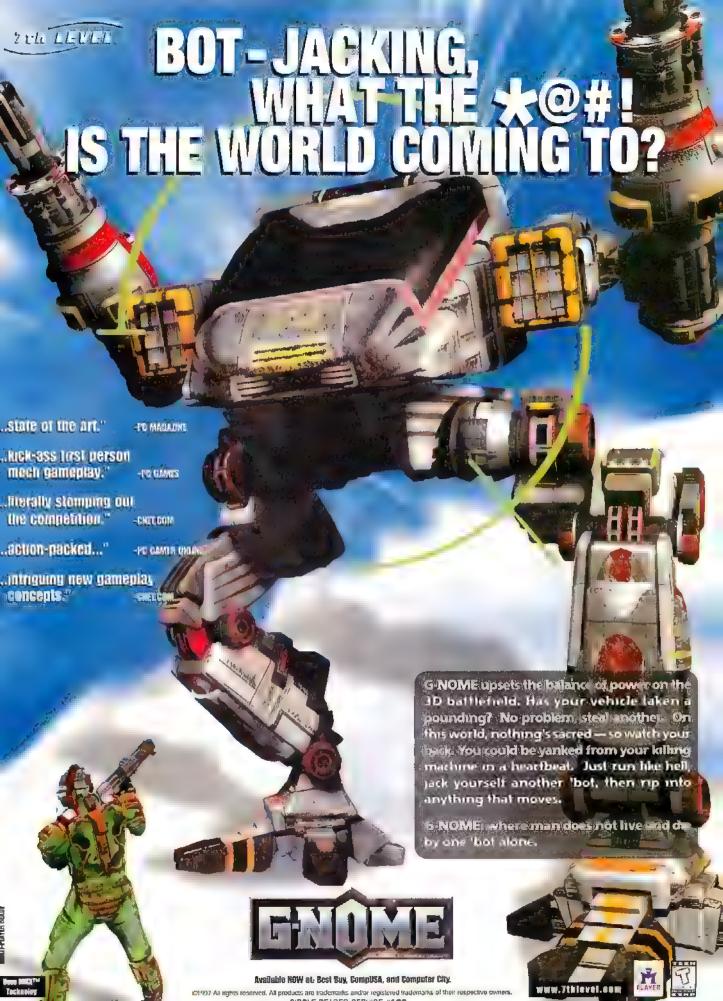
"One of the things we really wanted to do with the adventure title," said Director Bill Roper was take a good long look at some

of the things we've always known about the Orcs when writing the story lines for the [strategy]

Bildand isn't rendy to discuss actual gameplay yet, but said that it's being mode at after such LucasArts adventures as Full Thromis and The Dis. "Right now we're working the most on creating an enthralling story and continuing the WarCraft universe," said Roper. "We're making sure that anyone who played WarCraft

will feel at home in the adventure game.

To tell the story, Blizzard has enlisted Clancy flown (Lex Luthor on the enlimated Superman" TV series) as Thrall, Peter Cullen (the voice of *Transformers*' Optimus Prime), and a host of others. Roper, the original Orc voice, has promised to contribute the occasional "zug zug" as wellook for LORD OF THE CLANS this December.





MULTIPLAYER MAYHEM STATISTAN WA nave increased battlemet support. Sec GGW/ Web site for mon information

Blizzard also plans to give the computer a more active role, with neutral outposts to defend and capture, pirates to fight, and All opponents with whom you can negotiate.

- Againetig self feature is transferancing; which allows novices to play experts by limiting technilevels, production, and resource gathering)

These are only some of StarCraft's multiplayer innovations. For more on Blizzard's mult tiplayer StanCraft plans, visit our Web site at www.computergaming.com

#### Technically Speaking

Blizzard plans to make technology an integral part of StarCraft, allowing gamers near-limitless upgrades for weapons and armor. The designers want technology to play a larger role than it did in WARCRAFT II, where research really only occupies a short, albeit tense, portion of gameplay. After you've acquired certain technologies, you can upgrade all your units with the appropriate improvement. Because of the greater number and flexibility of upgrades, units will be more easily customized

Though the number of upgrades will be greatly increased, you'll see diminishing returns with

each upgrade. If you're five levels higher than your enemy, you won't necessarily be five times

#### A Dab of Diablo

Blizzard mans to make the worlds richer by populating areas with inhabitants, so you might have neutral trading oulgosts, as well as pirates that will attack any playerboth human and artificial, Blizzard will also expand on the Legendary Heroes concept and add more unique hero units. Heroes will have

the requisite pumped stats, and some will have recurring roles in all three campaigns.

There will also be specialized units in the game for use in specific missions. For example, you might have to access data from an enemy computer, but only a specific hero can operate the terminal. In these cases, you'll have to escort him with marines and then use him to complete the mission

Every unit in StarChaff will have an inventory limited to one item. There will be loads of special items, some that will be the object of scenar os, and others that will be lying in alien wreckage about the map. Terrans will be able to strip the wreckage for these artifacts, but the Protoss and Zerg will have to blow up the wreckage to get at it Some of these items will give hit points or weapons bonuses, while others might improve overall crystal mining. Special items won't die with their owner, so if you covet an enemy unit's actifact, you can kill him and take it.

#### What's Left?

Resource management is still to be determined. At this point, Blizzard only knows that there will be two types of resources and that all mines will either be full or collapsed. When a mine is full, it operates like a gold mine in WARCRAFT II. However, when it is depleted, it reaches a collapsed state, meaning it can still be mined, but will yield considerably less.

Unit cost is also unresolved. However, in keeping with each race's theme, Zerg will be the cheagest. Protoss will be the most expensive, and Terrans will straddle the middle line.

There were so many compelling features in STARCRAFT that the game was almost overwhelming



PROPOSS & TUTOM The separal applicant next to the Nexue are zalous i channeling osionic energy to all Protoss buildings. I sensione nonspected buildings will som rungtionality

> But if anyone can pull off such an ambitious project, it would be Blizzard. As their presentation was wrapping up, I mulled over my first question when I Initially sat down to see STARCRAFT. Will STARCRAFT simply be WARCRAFT II in space? The answer is no. it will be infinitely better In fact, it looks as if STARCHAFT has the potential to revolutionize the crowded world of reaf-time gaming. %

## Controlling the Craft

STARCHART WILL BOAST SIGNIFICANTIN enhanced controls the biggest being the abili to the groupings, up to a maximum of the Just as in this Assim Another addition whise Very delinia movement. Year III sustaviori atalo te am condustration are not be a consideration of the condustration of the con CHECO COUNTRIES SOLVEN COMO DE CONTRIBUTION DE dispresentation incream to other laste. Sizzardwill list allow games to holiosudros bysoven to prode you carned press a key I sov case more than one the nolkay will love e through all you courseks Parista a pidinad milaleo dinkadalo Paul evenus and messages in volute deing

a lecker would men a capital actification to minimas showing mellocation of that allack. your complete construction of a will well to water ash its our harrandes coordinates Your laise have a notice disself through muije sam ooninge

## Win 95 is cool, but sucks with DOS games!



You've got great DOS games, but you really want to try that new Win 95 game. You want it all. But, if you upgrade to Win 95, it will really hose your DOS games. With System Commander you can play each game the way it was meant to be played assign the OS it was designed for.

System Commander allows you to boot both DOS and Win 95 on the same PG. Infact, with System Commander you can run up to 100 different OSes on your machine! You just turn on your computer, pick the OS you want from the menu, and let System Commander do the rest. ...

As you install new OSes, System Commander automatically. copies key files and adds each new OS to its menu. System Commander manages unique copies of configuration files for each installation of DOS, Windows 95 or any other OS.

System Commander's automatic installation will have your PC ready to add OSes in less than 5 minutes: And, unlike some utilities, it uses less than 1 MB of hard disk space and no RAM! You'll be up and playing your favorite games in minutes!

**GET SYSTEM COMMANDER FOR** 

ONLY \*9998

and that includes our unconditional 60-day money back guaranteel

CALL TODAY AND PLAY YOUR **BRAINS OUT TOMORROW!** 

www.v-com.com

Mention this ad and get Many overnight shippings

Look for System Commander in the utilities section of most major software stores, including:



















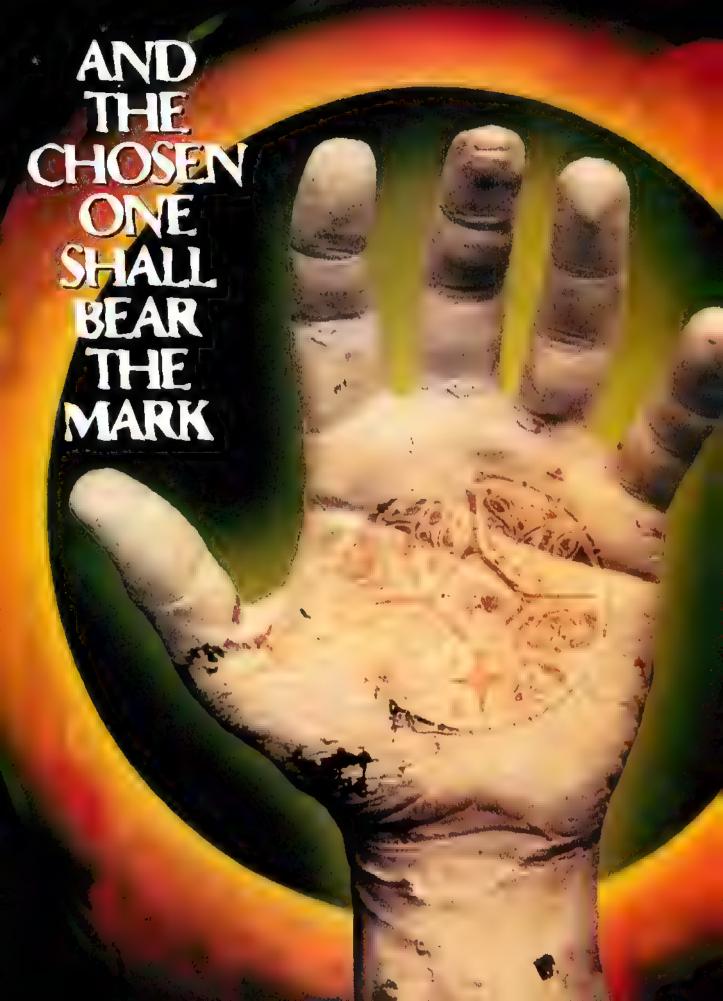












# THE APOCALYPSE HAS BEGUN

All seven seals have been broken. Every evil that plagued the earth has become incarnate, disturbing the balancing force between good and evil, man and spirit.



FRIGHTENINGLY DETAILED 3D ENVIRONMENT WITH INTERACTIVE OBJECTS AND PREDATORY DEMONS



Not only have you stumbled blindly into a nightmare, you've set the stage for the Apocalypse.

And now only one can stop it.

He who bears the mark. The chosen one. You.

Presenting a terrifying 3D adventure unlike anything you've experienced before. Realms of the Haunting. The forces of darkness are gathering for the final showdown.

OVER 600 INTERACTIVE OBJECTS INCLUDING HORE THAN 155 POSSIBLE INVENTORY ITEMS - WARS WEAPONS, AND MAGICAL OBJECTS.

USER-DEFINED CONTROLS ALLOW CUSTOMIZATION

OF ADVENTURE AND COMBAT LEVELS.

THE A REAL-TIME, FIRST-PERSON,

400 4-D ENVIRONMENT.



FUEL MOTION VIDEO, COMPLEX AND INTELLIGENT PLOT BRANCHING AND MULTIPLE ENDINGS

# Realms He Haun ing

THE BATTLEGROUND BETWEEN ULTIMATE



BY GAMERS, FOR GAMERS,





GOOD & EVIL.



AVAILABLE FOR PC CD-ROM

The Computer Gaming World 1997

# Premier AWANGS



ach year, prior to the Electronic Entertainment Expo, our editors assemble for the daunting task of assessing the best games of the previous year. We're not alone. Our awards issue will hit between

the Software Publishers Association's Codies (Excellence in Software Awards) and the awards from the Computer Game Developers Association.

Some will suggest that our awards are (fill in the blank with "superfluous," "too political," or some other criticism of your own choosing). Frankly, we don't believe that our awards are superfluous in any way. We take seriously the task of determining the best in each game genre, not to mention the difficult task of choosing the Game of the Year—the one game in a given year that transcends any particular genre classification.

If nothing else, the awards process allows us to look at games from a different perspective and weigh them with more rigorous criteria than in our initial review. If you can honestly say that you never considered seeing a mevie after it won attention at the Academy Awards, and that you never bought a science fiction novel based on a Hugo or Nebula nomination or award, then these awards are not for you. But if you want to know what our editors, with their widely differing tastes and expertise, believe are the great products from 1996, then read on.

# Game of the Year DIABLO

Blizzard Entertalament

he 1997 Premier Game of the Year is Blizzard Entertainment's Diaglo, designed by Erich Schaefer and David Brevik. In a secret ballot vote held prior to any deliberation on the genre nominees. the editors selected Diable as the clear-cut Premier Game of the Year. As such, Dianto is the perfect example of a game that transcends its genre. As a pure role-playing game, it offers limited interaction with non-player characters, extremely simple quests, and "Monte Haui" level advancement. As a great game in general, Diaglo offers a. simple learning curve, an intuitive 🦠 interface that never gets in the way, and near-perfect play balance with arti-





ficial opponents that get stronger, smarter, more active, and more organized as you progress through the game.

If you add to these accolades the fact that each of the three potential protagonists (warrior, sorcerer, or rogue) offers a distinctly different gaming experience (hand-to-hand, spelicasting, or ranged combat), you get an idea of how dever Distances design really is. The skill, attribute, and level enhancement is just rapid enough to keep you coming back for more. The randomly spawned artifacts add spicy new wrinkles to each new level. The game looks great, with its beautifully rendered monsters (taken from Gothic archetypes) and its excellent use of

light sources. Then, as if all this wasn't enough, Blizzard opened a free multiplayer environment called battle.net that has already set new records in online registration.

We firmly believe that Dwato will become a major role-model for game design and implementation. For this year, Dwato is the game that everyone will remember.



the uniting for a CAYF exchange interview with Blizzerd President Allen Adham at our Web site: www.esemmers.amins.com

#### THE COMPUTER GAMING WORLD 1997 PREMIER AWARDS



but none of them unbered in the future like id Software's Quake. No other game even came close to creating such a believable, immersive experience. The fully 3D, real-time engine was so good at recreating environments that when Shamblers came hurling lightning bolts at us, we actually dodged in our chairs.

It's not only the graphics and dark atmosphere that draw you into Quake, it's the use of 3D to create situations where you must react to enemies from all three planes. In other games, you can plod through a level knowing that all the enemies will be coming at you from eye level. But in Quake many nasty, supprises await you from overhead arches and dark crevices. And the all-encompassing action never lets up because Quake has surprises as a rule, not as an exception.

We could go on, but when you add the unparalleled multiplay or support (with Internet play and dynamic entry), and Queke C, the editable game code that lets you craft-your own Quees games, you can see why Queke walked away from this contest as the undisputed winner.



Reider was a strong runner-up. A fresh change of pace with great 3D graphics, it gave us a strong female thereine in a game that reminded the of Private of Pensia. Too had Toma Raider's pacing and minor technical problems kept this contest from being a closer race.

parter finites from



# THE PANDORA DIRECTIVE

ooking back on this year's adventure games, we see a genre drowning in uninspired Myst clones and dreadful "Interactive movies," with little innovation or creative spark, it was

enough to turn an adventure gamer to Quake,

This year's best adventures, while not particularly genre-busting, at least attempted to provide some next twists. And no game achieved as

much as this year's Adventure Game of the Year, The Pandona Directive. Access Software's sequel to Under A Killing Moon improved on the original game in every way, offering gamers athoroughly entertaining, well-written mystery with ample humos.

Along with a better script, better acting, and better puzzles than the first game, The Pandora Directive is most notable for its depth of gameplay. It's a huge, generous game, with three different paths that lead to seven possible endings. Because your choices really affect how the game proceeds, this is, for once, an interactive

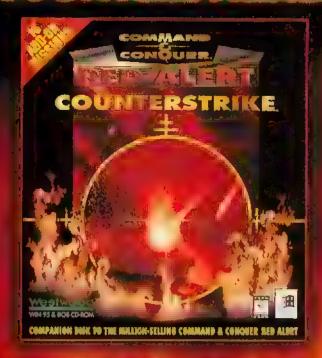
movie that truly is interactive. And the coup de grâce is a great online hint system, which lets gamers of all types enjoy the game at whatever level of complexity they choose.

Rocket Science and SegaSoft—could anything sound less promising? But with a great story, clever puzzles, psychodelic graphics, and an irreverent sense of numer, this futuristic paramoid fantasy is an unexpected delight. See our review this issue.

Booders' Chalau: Caracul

# WITH OVER 1.8 MILLION COPIES SOLD, COMMAND & CONQUER RED ALERT WAS A DIRECT HIT.

# THIS IS THE COUNTERSTRIKE.



Command & Canque Red Alori, New Coullable









Available at retailers or call 1-800-874-4607

Commiss, B. Souce, is a registered trademark of, and Command & Conquer Red Alert and Counterstrike are to a mark of Wastwood anatos, Inc. © 1997 Wastwood Studios, Inc. All rights reserved.





Role-Playing Game of the Year

### THE ELDER SCROLLS: DAGGERFALL

Bethesda Softworks

Playing Game of the Year is not perfect, but it is revolutionary. Earlier computer role-playing games have had traces of what makes. The Elder Scholls: Daggerfall great, but none have offered quite so much. Bethesda Softworks' Daggerfall, designed by Julian LeFay, Bruce Nesmith, and Ted Peterson, offers authen-

tic replayability. You can randomly generate characters using a questionnaire or customize a character according to your wishes. Different character classes make for alternate routes of advancement and really make a difference in gameplay style. Daggerfall's first-person world also gives you visual cues for weather and time so that game time really matters. The game comes alive as non-player characters respond to you, quests become accessible, and membershipe in guilds remain available



to you based on your actions.

Though the game has an overarching plot, Daggerfall has enough imaginative mini-quests to keep devoted role-players going for a hundred hours or more without ever advancing within the main story. Even the dungeon designs are Imaginative. There are curved walls, secret passages, stairways, ramps, caves complete with stalacittes and stalagmites, ponds, and

hidden doors galore. Each dungeon offers something different.

The runner-up in this category is, ironically, our Game of the Year. Although it doesn't offer the depth of Daggerfall, States provides the most exceptional "hack and slash" role-playing ever and appeals to gamers outside the genre.

الشانا استحال استعدا



# Simulation Game of the Year JANE'S AH-64D LONGBOW

Ariala Systems

he best simulations must strike a balance between convincing realism andentertaining gameplay, between providing a rich environment to please the experts and making this environment accessible to new players. This year's winner, Jane's

AH-64D LONGBOW, strikes that magic balance Veteran designer

**Andy Hollis** 



and his Origin Skunkworks team not only managed to create the first truly realistic combat helicopter simulation, but they also packed it so full of realism options and tutorial information that it should please fliers of all experience levels.

By liself, Lawraow does a great job of modeling both the systems of an AH-64D and the combat anvironment it flice in. Top-



notch graphics and sound, as well as fast-reacting enemies, will have you sweating as you enter combat zones.

The sim truly shines, --though, with the Flashpoint
Korea expansion disc, --which adds 140+ new mis-

sions, tougher enemies, individual soldiers, the ability to fly from the Co-Pilot/Gunner seat, and better avionics. Longeow Gold includes both the game and the add-on disc.

This year's runner-up came as a surprise—Empire's Forme Genes. Previous efforts from Rowan, developers of this World War I sim, were heavy on graphics and light on realism. Furine Cones, on the other hand, sports perhaps the best flight models ever seen on a prop-based sim; only quirky views and steep performance requirements kept it from the crown.

Maridani' Challes All Sail Comples



#### - Come to Activision on Usi

Three lucky entrants will visit the birthplace of Interstate '76 for the chance to win the muscle. But only one lucky winner will go home stylin!

#### Do Les Angeles — interstate '76 style!

All three drawing winners (and guests) will receive round-trip coach airfare and transfers, hotel accommodations, admission to Universal Studios and dinner at the Hard Rock Cafe with members of the Interstate '76 production team!

#### Coming to a garage year you



Brive strately.

50 Third Prizes:

Built funk-tough on Windows\* 95. www.octivision.com

Il Pla purchaso necessary 2. Open to residents of the uS and Conada. 45 years of age or older 3. yold where prohibited 43 Enter by completing the official onthy form or by sending a 31' X.5' card with your name, address and phone number to Mardor of 76 Sweepstales P.D. Box in 2002. 1 on Anguese C.4 9006.7 9545, 51 Entres must be incremely by higher box in 170 Directory by higher box in 170 Directory

Activision is a requisioned tradiemark and intensione 7a is a studentials of Activision (inc. 4) 1997 Activision (inc. 4) other undertails and trade names are the properties of lines respective awrors. All rights reserved



Space Simulation Game of the Year

### **MECHWARRIOR 2: MERCENARIES**

996 won't be remembered as the heyday of space simu-. lations. Our Premier Award winner and runner-up were also the only nominees. Few space combat sims were released, and most of the entries in the giant robot subgenre couldn't stand up to the 1996 winner MechWarrion 2.

In fact, the sequel to that game, MechWarmor 2: Mercenaries, takes the Premier Award this year. Not revolutionary by any means. Mercenaries takes the Mech 2 formula and fine-tunes it: Designers Tim Morten and Jack Mamais set this game in the

BattleMech universe's Inner Sphere, putting you in the role of a mercenary pilot for whom profit is as big a concern as basic survival. New features include texture-mapped graphics, fine-tuned combat end Al, smarter "wingman," and air support. Other additions,

such as a halfhearted attempt to add a salvage element, don't quite succeed, but over-

all Mercenaries is a more satisfying experience than Mech 2.

Mercenaries is also notable as one of the first major games to support free Internet play, through its Merchet module. Although

> It's not as accessible as Blizzard's Diablo, it was a bold, customer-oriented move for Activision to make.

his year's runner up is 🕷 of Freedom. While the between-mission video interaction has been heralded as the best attempt yet at creating a true "interactive movie," the space combat scenes felt too much like playing Wing. Commander ill for the game to take the grown.





**Sports Game of the Year NBA LIVE 97** 

he Yankees, the Green Bay Packers, the Bulls, Tiger Woods, the 100th Summer Olympics—It was a great year for sports fans. The same poes for the computer sports world, where a number of companies succeeded

in delivering some of the best-looking, most realistic aports simulations we've ever seen.

EA Sports continues its dominance of this genre, and though this year's lineup was more flawed than usual, it did produce a couple of lewels, including our Sports



Game of the Year, NBA LIVE 97. NBA LIVE 96 won the award lest year, but the new version is: actually more deserving. Rewritten from the ground up with astounding 3D graphics, a new interface, more believable stats, and—best of all—multiplayer gaming over modems and LANs, NBA Live 97 is an action-packed,

crowd-pleasing hoops extravaganza.

The game is too offense-priented and it could use deeper player controls, but no other sports game this year (except, perhaps, NHL 97) came close to simulating the thrills of athletic competition in such an addictive and entertaining way.

> ur runner up was Access Software's Links LS, which

is the best-looking golf game we've seen. Links LS features three new courses and great new competitive options. Its screen redraws are very slow, but that didn't matter to most golf fans.



### If your software could dream.

### it would dream of running on a MACH V

Faicon Northwest's MACH V series of custom built PCs ... hand crafted silicon for those who accept only the best

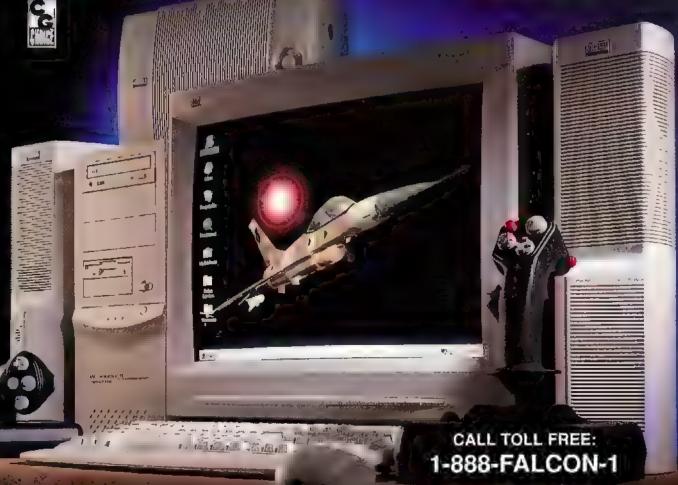
\*Faicon Northwest took top honors in CGW's review last year, and rightfully so. Overall, the MACH V is once again about the fastest rig of the bunch this year. Windows performance was rock-solld across the board, with wine in just about every category, including 3D graphics." - Computer Gaming World

"The Falcon MACH V provides nocompromise audio and video performance that will knock you out of your seat."

Family PC (Recommended)

"A welcome by-product of the component choices is the MACH V's excellent business." application performance" "The MACH V's Winstone 32 score (beat all 8 other 166 MHz machines, and even a Pentium 200) for first piace. The Falcon beat out its 166MHz Pentium competitors on hard drive and graphics performance as well."

Computer Shopper



or 1-800-258-6778

FALCON NORTHWEST COMPUTER SYSTEMS

http://www.falcon-nw.com

Gustom built PCs starting at \$2,495 for game playing, graphics, game design or even getting some work done CIRCLE READER SERVICE #257



ith the success of Command & Conouer and WarCraft II, we: expected a flood of real-time-strategy games, and we got them. But with a few notable exceptions, the real-time games were tepid, silly, or downright boring, ironically, it was the

3 6 13 6

turnbased games that shone

most brightly, with none more britten than the epic Civilization II.

It was more than the new

SVGA graphics or the deft use of multimedia film clips that held us hostage: New Wonders of the World brought different challenges, maximizing trade became more than shuffling camels, new military units were balanced by greater diplomatic options,



and the Al was much better.

From the near-impossible
Delty level to the numerous help
functions and elegant Interface,
Civ II is that rarest of games:
truly accessible to both the serious or casual gamer. It sets a
new standard for how to do a
sequel right.

The runner-up this year is

The simplicity of the Kwis's Bounty-style tactical combat is the perfect counterpoint to the surprising depth of the strategic game, and unlike Hences I, the campaign is much more satisfying. There are more troop classes, special artifacts, larger maps, and multiplayer support for internet as well as modem/LAM play.

Readers' Cholog: Command & Company And Alasi



# Wargame of the Year BATTLEGROUND: SHILOH

t wasn't long ago that serious wargames were supposedly in decline. Worke, games based on the 19th century were supposedly passé—not enough high-tech toys, you understand. It's a good thing that the folks at Talonsoft refused to jump into the sea with the rest of the lemmings, or we'd never have the joy of the BATTLEGROUND series, or this year's Wargame of the Year, BATTLEGROUND: SHILOH.

Sure, there's micromanaging. And yes, there's complexity, too. But the learning curve is justified, because this is simply the best 19th-century system ever designed for a wargame—resilistic, challenging, and eminunity replayable. An improvement from earlier games in the series, Shiloh is quintessential Bartleshown. Note the exquisite model-

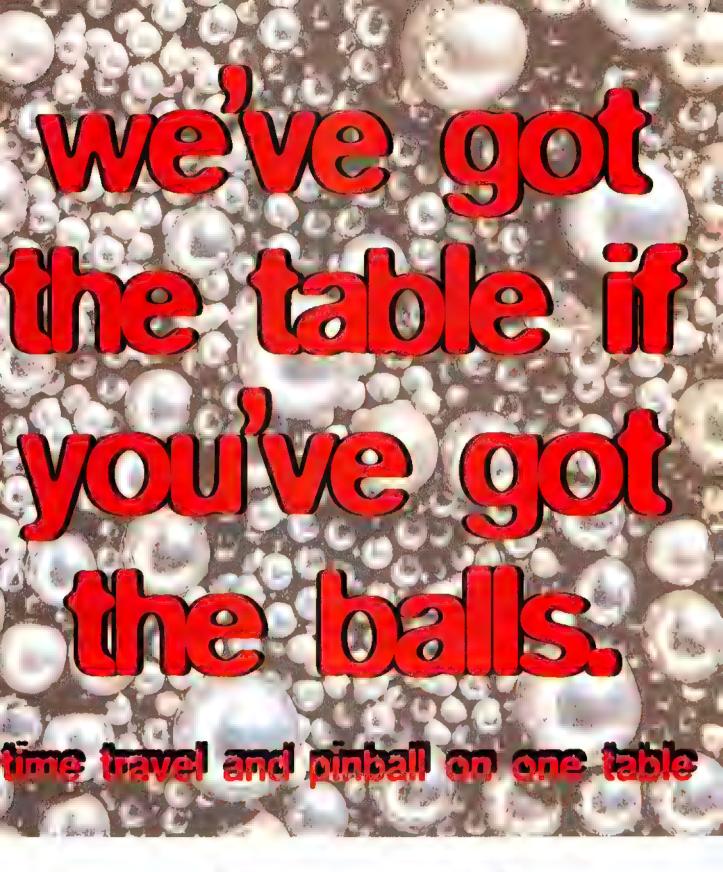
ing of terrain features to highlight tension, such as at the Homet's Next, the quirky but effective gunboats; and the confusion of sending green troops into battle. In one of the best years ever for wargames, the field

ultimately belonged to Talonsoft, who almost single-handedly put Civil War gaming back on the map.

Tharlie Moylan moves beyond his earlier FLIGHT COMMANDER 2 with runner-up Over The Reich, a superb recreation of WWII aerial combat. Despite some quirks, the turn-based system realistically shows the capabilities of each air-

craft. Doglights are fun, particularly over the Internet, but the real appeal of this game lies in the campaigns, where developing your individual pilots is almost a role-playing game in itself.

Heedoo' Chelen: Age of Milise





timeshocki



#### THE COMPUTER GAMING WORLD 1997 PREMIER AWARDS



#### Classic/Puzzle Game of the Year BAKU BAKU

Sega

AKU BAKU took a bite out of our productivity when it first arrived, and has managed to gobble several weekends since. The game has you frantically matching up clamoring animals with their favorite chow, thus clearing blocks off the board. Whatever you remove is then dumped on your opponent. Playing against the computer fine-tunes your skills, but nothing beats stomping all over your real-life buddles in two-player mode. Baku Baku gains points for reinventing a classic game (Tetris), with an amusing new spin. The beauty of this game, however, lies in its ability to suck you in and keep you coming back for more and more. If you haven't already tried it, bewere: Baku Baku will eat up your time;



Dur runner up, Smart Games, Inc.'s finert Common Challenge (1), is an Inspired collection of every brain teaser imaginable, Puzzles Include old favorites—word searches, anagrams, sliding tiles, and pegiumping games—along with Inno-

vative word translation exercises and brain-busting IQ tests. The graphics, while not particularly flashy, do their job well, spicing up the oldles and adding originality to the whole package. SMART GAMES promises puzzle fans an excellent mental work-out.

Handan' Shalan: Slooly Python, Queek for the Soly Grai



# Best Enhancement of an Existing Game WARCRAFT II: BEYOND THE DARK PORTAL

Blizzard Entertainment

two campaigns very different—and much harder.

there were a number of excellent enhancements this year, a but WarCraff II: Beyond The Dark Portal was the best. A million-plus WarCraff II tans wanted harder missions and more multiplayer maps, and Blizzard delivered with two

entirely new campaigns, a slew of multiplayer scenarios, and the bonus Legendary Heroes. Blizzard even addressed the primary concerns of WarCraft veterans by making the



icroProse's Classical Control of the Control of the

very challenging and exciting scenarios to this great strategy title, and offered even more flexible game options.



# (TIE) DIAMOND'S MONSTER 3D & ORCHID'S RIGHTEOUS 3D

n 1996 PC gaming hardware set new standards for graphic realism, in most cases surpassing the console versions of the same games. 3Dfx has been instrumental in taking 3D graphics to the next level, delivering both a well-rounded 3D rendering feature set and outstanding performance for a wide.

Monster 3D

variety of gaming titles.

Along with co-nomined
Rendition, 3Dfx has set the
standard by which all other
3D graphics hardware will be
measured in 1997. For overall no-holds barred bilstering
3D performance, our award

goes to the two graphics boards based on 3Dfx's Voodoo chipset—Diamond's Monster 3D and Orchid's Righteous 3D, These boards' superlative performance left us wowed.

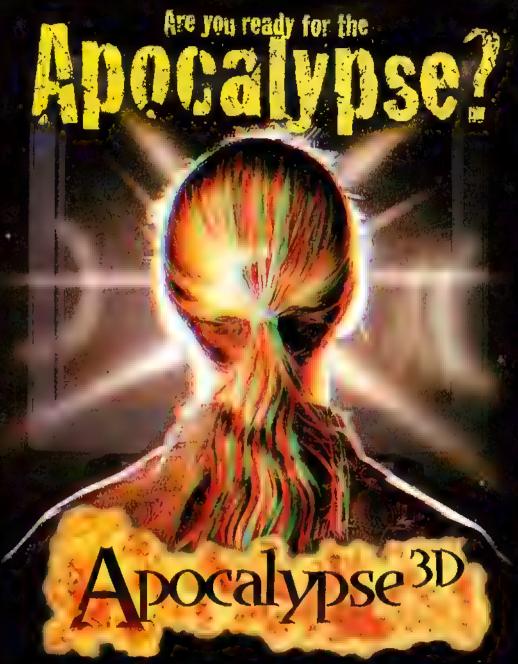
corce-feedback for game controllers was the other major hard-

ware innovation of 1995.

Our runner-up is the CH

another level of Immersion to titles like Wareness, Ark Wannen II, JetFighten III, and Need for Speed SE.





**Explosive Acceleration for 3D Games** 

"This card most certainly rocks." —Boot, April '97

\*\*...Apocalypse 3D is the most powerful, affordable and downright desirable 30 games technology..." —CGW, Jan '97(m)

"The VideoLogic:
Apocalypse 30 will
revolutionize your
games playing."
—PC Answers, Jan '97

"Apocalypse 3D from VideoLogic really sets the standard." —PC Advisor, Feb '97

"An awesome card." —PC Home, Jan '97

"Apocalypse 3D delivers incredible 3D performance." —Boot, Mar '97

Computer Life,
Mar '97,000.



VideoLogic

So you have an awasone gaming PC; but you're still looking at pathetic 2D or 'free' D? Supercharge your games with Apocalypse 3D. The hottest PCI 3D graphics accelerator, period.

This is the dawn of high-res and high frame rates with full s-buffered 52-bit on chip hidden surface removal, real time shadows, light volume randering, transparency and fogging effects.

Amesome 4 MH of dedicated 3D Texture Manory totally rocks all Direct 3D and PowerVR games!

VideoLogic (800) 578-5644 Tiger Direct (800) 292-7218

WWW.VIDEOLOGIC.COM

Machingmon\*2 by Activision W
CIRCLE READER SERVICE #25

#### THE COMPUTER GAMING WORLD 1997 PREMIER AWARDS

# Special Award for Artistic Achievement THE NEVERHOOD

**BreamWorks Interactive** 

that we couldn't wait to show our friends and family was.

THE NEVERHOOD, Quite simply, this was the coolest-looking game of the year. Developed by Doug TenNapel (creator of EARTHWORM JIM) and The Neverhood design group, and pub-

Tished by DreamWorks Interactive, THE Nevenhood is a monumental artistic achievement—a wondrous, self-contained universe sculpted from more than three tone of clay. Clay! In a year when everyone in the industry was touting 3D realism, The Nevenhood was

a refreshing and charming change-of pace—a game that reveled in its own exaggerated, fantastically goofy

style, with no concession whatsoever to

real life. Adding to the game's charm was one of the best musical scores of the year, a jazzy/bluesysoundtrack that perfectly complemented the game's graphic look. What Klaymont





# S

## Special Award for Online-Enabling Technology KALI

t started as a little

project to enable gamers to play Doom over the Internet. It

grew into Kali, perhaps the most significant milestone so

far in the nascent online gaming industry. There are no ser-

The property of the property o

vices to sign up for, no monthly charges, no watching the clock during a game, and no searching for a service that has the games you went to play.

Simply download the program from

www.kaii.net, pay a onetime \$20 registration fee, and you can play most DOS and Windows 95 games that support local-area networks over the internet. You're also entitled to a lifetime of free upgrades.

Of course, one of the big challenges in multiplayer gaming is finding someone to play with. Kall's chat interface makes the process simpler by letting you "talk" with potential allies and violims. Kau servers have popped up all over the world, many geared towards specific games such as MechWannion 2 or specific genree such as flight sims.

The technical aspects of Kali alone are enough to earn our award, but the low price, free upgrades, and unlimited play cement the decision. Hats off to creator Jay Cotton!

# Special Award for Technological Achievement OUAKE ENGINE

id Software

hen you've
written engines for Wolfenstein 3D and Doom, what
do you do for an encore? Simple, you do Quake.
The amazing complexity of Quake's engine is any

thing but simple, but not only did John
Carmack and Mike Abrash deliver the most
visually stunning first-person shooter ever,
they wrote an engine whose extensibility
seems limited only by the imagination of the
hackers creating new levels, models, skins,
and sounds for Quake. We've seen add-ons
on the various Quake sites that have sprung
up on the Web ranging from new diabolical

weapons to an A-10 you can fly around in to pick off fellow DeathMatchers.

Mercenary hackers aren't the only ones

to take the Quake engine to new places. Several companies including Raven, Rogue, Hipnotic and John Romero's Ion Storm have games in development based on Quake's engine.

The engine has also seen enhancements thanks to 3D hardware from Rendition and 3Dfx. Id's recent version of GLQuake has spectacular 3D graphics features:



### ACTIVISION PRESENTS

## DON'T LOOK BACK.



SOMETHING IMMENSE LOOMS ON THE HORIZON.

A FUTURE MORE DEVASTATING THAN THE
SURROUNDING CIVIL WAR. A HISTORY GRANDER
THAN THE HEAVY GEAR WAR MACHINE.

A UNIVERSE ONLY THE PRODUCERS OF THE
#1-SELLING, 3-D COMBAT SIM CAN TAKE YOU TO.

DON'T LOOK BACK. WHAT LIES AHEAD IS
FAR TOO IMMENSE.

ACTIVISION.











Have become lost in the great underground empire

OF ZOCK.

They haven't been sane since.





THE MAGIC LIVES ON.

UNLESS THE GRAND INQUISITOR

DESTROYS MAGIC FOREVER.







PREPARE FOR THE REIGN.

# THE FUTURE OF WAR

WINDSHAM REIGN: ACTIVISION'S NEW CAC KILLER!

Computer Gaming World



REVOLUTION MAN

Greate your own maps and missions with the advanced construction in Greate multiplayer alliances on the Internet by sharing resources, units and Intelligence, Other features include gigantic playing maps and never-before

seen units.

See the future this Spring.

www.activision.com



Australia

Activision is a registered trademark and Dark Reign: The Future of War is a trademark of Activision, Inc. @ 1997 Activision, Inc. All rights reserved, [All other trademarks and trade names are the properties of their respective owners;

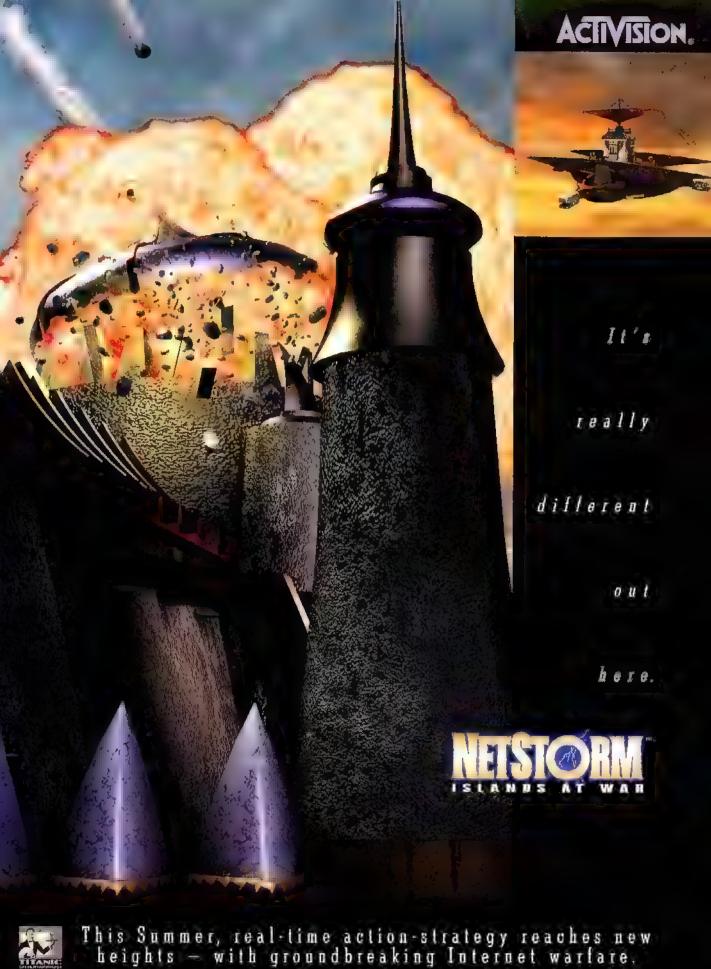
CIRCLE/READER SERVICE #148

Today...
I will fortify my island.

I will...
annihilate opposing forces.

I will...
rule the skies.

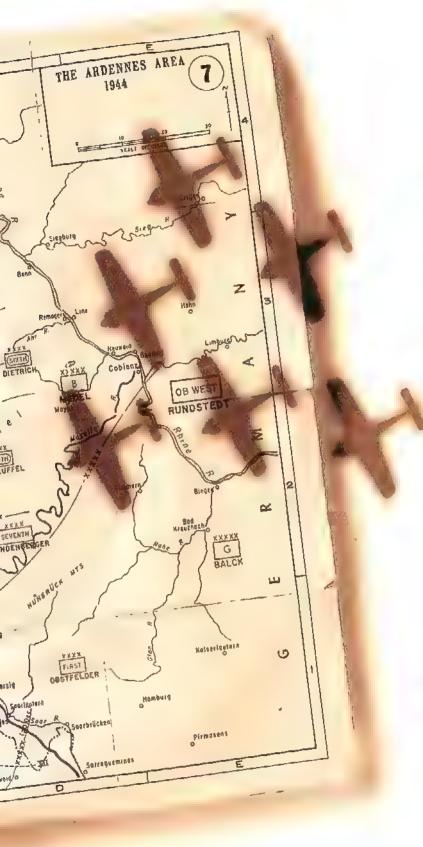




Advision is a replaced and Mallion in a statement of Assistant, Inc. 10 1997 Activities, Inc. Natural code the Theory are trademails of State Lateria Institutional, Inc. All rights compared to Theory are trademails of State Lateria Institutional, Inc. All rights compared to Theory are trademails of State Lateria Institutional, Inc. All rights compared to Theory are trademails of State Lateria Institutional, Inc. All rights control of the Theory are trademails of State Lateria Institutional Control of the Theory are trademails of State Lateria Institutional Control of the Theory are trademails of State Lateria Institutional Control of the Theory are trademails of State Lateria Institutional Control of the Theory are trademails of State Lateria Institutional Control of the Theory are trademails of State Lateria Institutional Control of the Theory are trademails of State Lateria Institutional Control of the Theory are trademails of t







#### PRECISION FLYING. AUTHENTIC MANEUVERS. EXACT COORDINATES.

UNLY YOUR DEATH IS SIMULATED.

Never before has a physics model duplicated

military piloting so accurately to create a WWII

flight sim that screams precision. With realistic

flight dynamics and revolutionary "live" environ-

ments, the experience is as authentic as hell.

Screamin' Demons — the next elevation in flight

realism from Eric "Hellcats" Parker.



CONFRONT YOUR DEMONS THIS SUMMER.

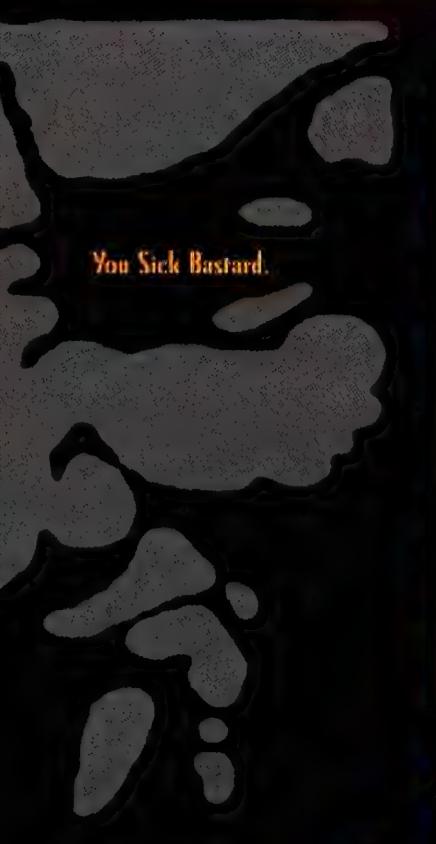


blood. You are Kain. Your enemies killed you in the ultimate act of treachery. But through the blackest of sorcery, you have returned...as a vampire. For sustenance, you must feast upon the blood of the living. For revenge, you will exact the darkest of lates upon your morderers.



Journey hundreds of miles through the depraved lands of Nosgoth as you hungrily slaughter your adversaries in real-time combat. Morph into Wolf, Bat, Vampire or Mist in the epic RPG that will satiate even your most disturbing appetites. Submit to the hunger. Surrender to Blood Omen.













The Epic Role Playing Game. Coming this fall.

**ACTIVISIO** 

# the best trip you can talke and Still remember how you got home.



"Perhaps the most desperately anticipated sequel since Givilization 2,"

- Next Generation:

Take a mind-altering to the dize to the dize to the dize to the disease of the disease of the disease of the disease of the dize to the disease of the dize to the disease of the dize to the dize to

in orbit this Summer.



The sequel to References (Little by from the creater of Alone to The Durk of

Authorism is a regiment profounce of Archelon, inc. Adolese Software Institutional and Contracts Corpus, and trade arrange on the properties of their regiments and trade arrange on the properties of their regiments and trade arrange on the properties of their registers proves, was in a contract and other process. The properties of their registers proves, was in a contract and other process. The properties of their registers proves, was in a contract and other process. The properties of their registers proves.



# MMX: Stand and Deliver

Real Performance Gains Despite a Heap of Hype

by Loyd Case

ts easy to become juded and cymeal when you hang around the technology game for a long time. Every year is the "year of the almighty hype," where something appears on the borizon with great fanfare, only to either be perpetually

delayed or slink off into the Sargasso Sea of dead technology trends. Every now and then, though, I'm caught off guard and (pleasantly) surprised when something that's been launched with great expectations comes close to actually meeting them. One such technology is MMX.

#### **GAMING FOR THE MASSES**

There has been a lot of discussion. both positive and negative, about MMX. For hard-core gamers with lots of disposable income to spend on the latest and greatest hardware, MMX may not bring that much to the table. What's exciting to me, though, is what MMX does for the ordinary gamer. While I'm personally always pushing the edge of the envelope in my own systems, I also like to see really cool, high performance games with great graphics and effects run on your everyday, off-the-shelf PC. I've always thought that people such as my brotherin-law, who would blanch at the idea of opening his PC to install a 3D graphics accelerator, should still be able to have a good time with NASCAR 2. That's what MANIX allows you to do



What's even more interesting about P55C is the overall performance improvement, not just the addition of ммх. 📮 📕

shipping MMX overdrive chips with

built-in voltage regulation for older

eral notable are intectural

But MMX aside, P55C offers sev-

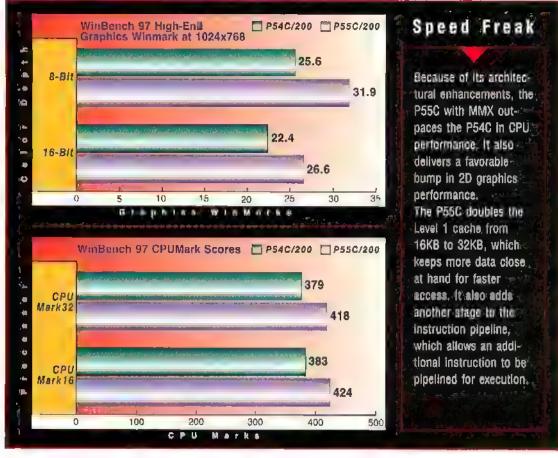
enhancements which will

help speed overall

performance:

systems fairly soon

MAY 1997



The internal (also known as Level 1) cache size has been doubled to 32KB, from the previous size of 16KB. In addition, the instruction pipeline has been increased one step, which allows CPU instructions to line up, ready for execution, rather than having to be fetched from memory every time the next one is needed for use

Deeper write buffers have also been added, which improve performance when writing to memory. Finally, the P55C has better branch prediction, meaning that it's better able to predict what the next instruction will be.

All of these changes have yielded improved performance when compared to the classic Pentium running at the same clock rate. Table 1 shows that CPUMark 16 and CPUMark 32 performance increases about 10 percent going from a P54C to a P55C. Graphics Winmarks are even more interesting, with Winbench 97 results boosted between 25–32 percent

#### BUT WHAT DOES MMX DO FOR GAMES?

Intel has added 57 new instructions that make matrix math instruction much easier to use. Matrix math is often used in various multimedia applications, such as graphics, video, and audio. More importantly, though, is Intel's use of Single Instruction, Multiple Data, or SIMD (pronounced "sim-d"), which allows a single MMX instruction to operate on sever al pieces of data that are loaded in a packed format into the MMX registers. In order to speed up the process of bringing the P55C to market, Intel chose to have MMX instructions share the registers in the Pentium's floating point unit, which can theoretically cause delays when switching from MMX mode to floating point mode. But most game developers I spoke with who used both MMX and floating point code said the mode switch was a nunor problem at worst.

I spoke with several developers about the process of developing MMX games.

On the Issue of mixing floating point with MMX code, Neall Verheyde of Radical Cames noted that a lot of floating point code is used in the 3D routines for THE DIVIDE's software reenderer, but then the data is converted to fixed point data and rendered using MMX-or standard Pentium instructions, if MMX (sn't available, THE DIVEDE can use 3D hardware accelerators via Direct3D, and actually lets you specify which rendering engine to use in its setup program. So, I was able to check out performance and image quality between the various renderers. The P55C without 3D acceleration seemed to run quite well, with good frame rates during action scenes (although there wasn't a built-in frame rate counter). The image quality of the 3D accelerated version, using either a Rendition Vérité-based card or a 3D(x accelerator, was much better, however.

One easily noticed difference in image quality was the use of bilinear filtering when using hardware acceleration.

# Arcade at 30+ fps



# BUDITRY

"The fastest, most complete low cost 3D card you canhey. Period." PC Computing Dec '96.

Do you crave over 30+ fps bone crushing speed for your 3D games? Looking for the fastest Windows and video performance? Then power up your Pentium with the awardwinning Matrox Mystique graphics accelerator - now with a new low price and the option to upgrade to 8 MB!



From Bookraction Berby \*\*\*2

Mystique's mind attering speed is a combination of fast SGRAM memory, unique scatter gather PCI bus mastering and a fully optimized 64-bit design. With all these advanced features, you'll be ready to fly, blast or tunnel your way through exciting 3D game titles, like Tomb Raider at ... ever 30° fps. Be sure to check out our web site for the latest speed tested games! What's more your DOS games will also be faster than ever. And your most demanding Windows and video applications will scream onto your screen at hallucinogenic speed.



Matrox's over 200 awards and twenty years experience in delivering breakthrough technology. to customers such as Compag, Dell, Hewlett Packard and IBM means you're getting the most innovative and reliable solution for your home. Matrox Mystique is what you need to



Free Mech Warrier \*\* 2







true antiware. \$200 extre?"









Free Sewched Planet"

power your PC into the 21st century.

1-800-362-9349 http://www.matrox.com/mga



# I COMMAND, YOU OBEY EVERYBODY GETS WHAT THEY DESERVE.





















# LAB NOTES .

#### FASTVID: YOU ASKED FOR IT, YOU GOT IT

We've been getting pegged with tons of requests for John Hinckley's FastVld utility for Pentium Prosystems, which turns on certain Pro-specific features to boost graphic performance. John's currently working on a commercial version of FastVld, due out sometime soon, and we'll post the demo on our Web site. Meanwhile, you can download the current FastVld from the Hacks Utilities and Bargains (HUB) area of our Web site (www.zdnet.com/gaming/library/hub.html). Check out the HUB for the skinny on emerging technologies, tons of other really cool utilities, and pointers to the latest drivers for your hardware peripherals.

However, Servan Keondjian, Direct3D's chief architect, noted that in the future, the MMX renderer will be capable of bilinear filtering in software. In addition, the MMX Direct3D rendering algorithms allow support for 16-bit, RGB color, rather than the current software renderer's "ramp" mode, which doesn't handle color well.

The project leader for the science fiction racing game POD noted that MMX enabled them to do a whole host of additional effects in software. For example, all of the audio effects, including full Dolby Surround Sound, are done with MMX code. In addition, using MMX technology enabled the project group to squeeze a 20 percent faster frame rate out of their graphics cogine.

Another MMX-enhanced game is Fenns Wolf's Rebell Moon Rising, a 3D shooter which handles 3D animation in much the style of DUKE NUKEM 3D and other DOOM-like games. On the P55C/200 system, we were seeing frame rates ranging from 14–24 frames per seeond (fps), depending on the action and scene complexity. However, when we turned off MMX support, the frame rate dropped down to 6–7 fps, making the game implayable

Theodore Beale, lead designer for RESEL MONN RISING, noted that, unlike DUKE and many other 3D action games, RMR uses full 16-bit color throughout, and runs at a minimum resolution of 640x400. Using 65,000 colors allowed the programmers to implement some dramat-

ic lighting effects. For example, an orange glow around a corner in the dark might indicate that an enemy using a jetpack was nearby, Implementing these kinds of effects in software without using 3D acceleration would have been impossible, as the non-MMX frame rates indicate. Fenris is also using MMX to add a new twist to RMR. speech recognition. You'll be able to speak basic commands into your sound eard's microphone for weapons changes, level status, and other com-

mands. Again, without MMX technology, this feature could well daig RMRs frame rate to a crawl.

Using MMX doesn't always buy increased performance, because the possible performance gain is dependent on what you're trying to accomplish. For example, TIGERSHARK is a 3D action game being ported from the PlayStation to the PC. Erik Dyke, project manager. for TICERSHARK, noted that they initially brought over 8-bit (256-color) graphics for the PC port. Porting the 256-color. version to MMX code bought them no increase in frame rate, and seemed a waste of time. Then they redid their artwork in 16-bit color - and the frame rate stayed the same. In other words, they paid no performance penalty when Increasing the color depth to get better looking graphics.

Tim Sweeney, chairman of Epic Megagames, noted that using MMX means programmers really need to rethink the way they write code. He noted that "An assembly programmer would rarely think of multiplying numbers, since adding is much faster. MMX changes all of that, because the MMX instructions are inherently both fast and complex. For example, PMULADD performs four multiplications and two additions, all in 1/2 clock cycle, if properly pipelined. The equivalent instruction sequence on a non-MMX machine would require almost 50 clock cycles."

When asked to comment about the potential performance penalty when mixing MMX and floating point code, Sweeney scoffed at the idea. "I am actually surprised about the amount of fuss over this Issue, because MMX is a paradigm shift (scalar to SIMD programming) and developers should be exploring its new possibilities, rather than whining about it not supporting their favorite old programming tricks."

One area of confusion is 3D accelerators. Here's the word: Don't throw away that 3D accelerator. In the upcoming little from Epic, UNREAL, Tim Sweeney noted that the frame rates would be about 25percent slower than the Rendition-based accelerators and about half the speed of a 3Dfx accelerator. However, he also suggested that the image quality of the software-only version would be nearly as good. Almost every game programmer I spoke with said that MMX would complement a good 3D accelerator.

#### RAISING THE BAR

My first look at these early games was encouraging in another respects gameplay. While not all of the games using MMX technology are in genres I'm fond of, they seem to be well done and play pretty well. REBEL MOON RISING adds some innovative touches to the 3D shooter genre, with more complex missions (hostage rescue missions, escort missions, and defend area missions) than the classic if-it-moves-kill-it 3D shooter, Pops atmospheric effects make the game a reasonably entertaining racing game. THE DIVIDE takes a classic genre, the action side-scroller, and reformulates it in 3D, complete with moving camera and slick animation on the part of the 'Mech-style main character. These may not be the best of class in their respective genres, but they are at least solid efforts.

By the end of 1997, all new systems sold—ranging from laptops to multi-processor Pentium Pros—will have MMX-technology embedded. On top of that, Intel's competition, in the form of Advanced Micro Devices (AMD) and Cyrix, will be building MMX into their next generation processors as well, all of which bodes well for gamers of every stripe and budget.



Graphics Meltdown!

Fost action and stunning realism that's the promise of new 3D games and edutainment software. But if your Super-Stor Fighter jerks along instead of zooming and your "terrifying" monsters are glaringly pixelated — face it. You're not having much fun.

leash a

#### Don't just play it... Live it!

With an Intergraph Intense 3D 100 graphics accelerator on your PC, expect a fabulous new interactive experience!...

Free! Full version of Rendition Ready" IndyCar II\*, CD-ROM shareware version: of Rendition Ready Quake", and trial versions of Monster Truck Madness and Heilbender



InclyCar II with SVGA Graphics Notice the jagged lines and edges end the flat, dull colors Where's the crewit? What are those blocky things in the hackground? Are you really into this race?



IndyCar II with Intense 3D 100 Graphics New you're racing! See the detail on the next car, Welch these rearries mirrors—thet's real 3D1 Mance the crowd in the stands and the mountains in the background. And how about that ckyl.

Want to know more? Call 1-800-763-0242 or reach us on the internet at www.intergraph.com/ics/i3d100.



INTERGRAPH

THERE ARE SOME THINGS FASTER THAN A MICRON MILLENNIA.





# THE LATEST TECHNOLOGY AT THE BEST PRICES.

From high-end, workstation-level performance. To dazzling dispiays of multimedia power. To full-featured desktops with built-in affordability. The Millennia<sup>M</sup> family offers you an enlightening combination of stand-out performance and the most sought-after features to suit any budget.

On top of all that, your Millennia comes with the Micron commitment to product excellence. One that's been honored with over 200 awards in the past two years, including *PC World's* Best Overall PC Company for Service and Reliability. Add to this an industry-leading 5-year warranty, and you'll know why Micron PCs are made to move—very, very quickly. Call or visit our Web site today.

#### MICRON MILLENNIA MXE P166

512XB pipeline burst cache, flash BIOS
16V EIDE variable speed CD-ROM drive, 3.5° floppy drive
100MB iomega Zip drive
32 voce warvetable stereo sound card and spoakers
PC164-bit 3D video, MPEG, 4MB EDO RAM
Tool-free minitower or desktop
Microscott Micro

Intel I66MHz Pentium<sup>®</sup> processor with MMX<sup>®</sup>M technology 16MB EOO RAM 2 16B EIDE hard drive 15<sup>®</sup>Micron 15FGx, 28dp (13.7° display) Microsoft Office CDs

Intal 166Athz Pendum processor with MMX 32MB COO RAM 3.IGB CIDE hard drive 15" Micron 15FGx, 28dp (13.7" display) Microsolt Office COs

Intel 166MHz Pentium processor with MMX 64MB EDO RAM 41GB EIDE hard drive 17" Micron 17FGx, 28dp (15.8" display) Microsoft Office COs \$2,599

<sup>\$</sup>1,899

### MICRON MILLENNIALIA P166

512KB pipeline burst cache, flash BIOS 12X EIDE CO-ROM drive, 3,5" floopy drive 18-bit sterce sound card and speakers PCI 64-bit 3D video, MPEG, 2MB EIDD RAM Tool-Iree minitower or desktop Microsoft Mouse, 104-kop keyboard Microsoft Windows 95 and MIS Plus! CD Microsoft Windows 95 and MIS Plus! CD Microsoft Windows 95 and MIS Plus! CD

S-year, 3-year limited Micron Power warranty Intel 166MHz Pentium processor

21GB EIDE trand drive 15" Micron 15FGx, .28dp (13.7" display) Intel 166MHz Pentium processor 32MB EOO RAM

Intel 166MHz Penhium processor 32MB EOO RAM 4.160 EIDE hard drive 17" Micron 17FGx, .26dp (15.8" display) \$1,499 Bus lease \$51/mo.

pentium'

\$1,999 Bus loase \$68/mo.

# MICRON POWER



C (APPARATO Exchange 1st, All regres returned Method Exchange on the reposition for memorial or memorial production of the following productin







#### MICRON MILLENNIA MXE P200 PLUS

512KB pipeline burst cache, flash BIOS PCI 32-bit Utira SCSI Fast-20 controller 12X SCSI CO-BDM drive 3.5" floppy drive 10XMB lomega Zip drive 32 voice wavetable stereo sound card and speavers PCI 64-bit 3D video, MPEG, 4MB EDO RAM

Toor-free minitower or desktop
Microsoft Mouse, 104-key keyboard
Microsoft Modovs 95 and MS Plus! CD
Mulkreedia Verlament Patr. POD. Adeba 01

Multimedia Xeriament Paic POD. Adobe PhotoDekuxa, Billboard Music Guide, Biocxbuster Entertainment Guide and Eraser Turnabout 5-year/3-year limited Micron Power warranty

Intal 200MHz Pentium processor with MMX 16MB EDO RAM 2GB Jitra SCSI hard drive 15" Micros 15FGx, .28dp (13.7" display) Microsoft Office CDs

Intel 200MHz Pentium processor with MMX 32MB EDO RAM 4GB Ultra SCSI hard drive 15 Micron 15FGx 28dp (13.7" display) Microsoft Office CDs

Intel 200MHz Pendium processor with MMX 64MB EOO RAM 9GB Fast SC51-2 hard drive 17" Micron 17FGx, .28dp (15.8" display) Microsoft Office CDs \$4,099 Burs. lease \$139/mo

§2,999

ite

pentium

### MICRON MILLENNIA PROZ 200

Supports dual intel 200MHz Pentium Pro processors 255/KB internal L2 cache, flash 810\$ 12X EIDE CO-ROM drive, 3.5" floppy drive 16-bit sleteo sound and speakers PCI 64-bit 30 video, MPEG, 4MB EDD RAM

Tool-free minitower or desktop Microsoft Mouse, 104-key keyboard Microsoft Windows 95 and MS Plust CD 5-year/3-year limited Micron Power warranty

Intel 200MHz Pentium Pro processor 16MB EDO RAM 3.1GB EIDE hard driva 15" Micron 15FGx - 28dp (13,7" display) Microsolt Office CDs

Intel 200MHz Pentium Pro processor 32MB EOO RAM 4,1GB EIDE hard drive 17" Micron 17FGx. 28dp (15.6" display) Microsoft Office CDs \$2,199

PENTIUM PRO

\$2,599 Bus. rease \$68/mo.

### CALL NOW FOR DETAILED PRICING AND OPTIONS

Micron Sairs Mours: Mon Pri Sam-10pm, Sni 7am-5pm (MT) - Technical Support Acalable 24 Hours A Day-7 Oays A Vibels - Tollfree from Neace: 95-800-708-1755 Tollfree from Canada, 800-708-1758 - Tollfree from Puerlo Roci 800-708-1758 Mematonal Sales, 2084/93-9970 - International Fux: 208-893-7393



888 • 669 • 0969

www.micronpc.com

CIRCLE READER SERVICE #100



# Gash of the by Denny Atkin Classic Controllers

Thrustmaster and CH Products Battle It Out for the Title of Best Flight Sim Controller, Find Out Who Sticks It to Whom.

f American pilots in World War II had been flying with the equipment many flight sim fans use, we'd all be eating Bratwurst for lunch and pledging allegiance to the Rising Sun. Because no matter how well trained they were, they'd invariably have been shot down as they fumbled for the correct keys on their plane's keyboard.

You'll be amazed at the difference the right equipment can make in your combat performance and situational awareness. If you're willing to suffer a fairly significant financial investment, you can even put together an authentic HOTAS (Hands On Throttle And Stick) setup that will allow you to handle virtually every aircraft function without touching the keyboard.

In this article, I consider top-quality

controllers that are available in full HOTAS setups. Low-end controllers were covered in Loyd Case's "Control Fetish" feature last month, and we excluded solutions such as the newly resurrected Suncom's F-15 Eagle series joysticks, which don't have accompanying throttle components. This narrowed the consideration down to the two tong-time market leaders, CH Products and Thrustmaster.

# **Joysticks**

programmable, multi-function joystick is a must-have for the serious sim pilot. With the ability to program 20 or more

functions into the stick, you get instant access to every option you'll need in combat.

## F-16 Fighterstick

CH Products' FlightStick was one of the first lovsticks designed specifically as a flight control er, and thus the company has maintained a strong tollowing amongst sim fans.



company's new F-16 series, which features a more authentic look and much improved ergonomics.

The Fighterstick is also the company's first programmable stick. It sports one eight-way hat switch, three four-way hat switches, four fire buttons, and a throttle wheel. The design is similar to the company's non-programmable F-16

Combatstick, but with a heavier base and two of that stick's six buttons replaced by four-way hat switches. Unfortunately, the second fire button has been moved from the Combalstick's convenient thumb position to a difficult-to-reach position near the top of the stick (in CH's defense, this is where it's found on an actual F-16's stick). . usually program one of the thumb switch's positions to fire missiles to compensate for the difficulty in hitting the second button

The Fighterstick is programmed using the fairly easy-to-use DOS utility. Unfortunately, this utility works only in exclusive MS-DOS mode, and won't function in a DOS box under Windows 95. A shortcut is provided which will exit Win 95, load the CHSetup utility in DOS mode, and then return to Win 95 when you've finished editing and downloading your custom stick file; this process is re.i. able enough, but it is time-consuming and inconvenient. Even if it remains a DOS application, the program could use a graphic makeover to simplify programming-for example, it's often difficult to remember if the hal position you want is button. function 14 or 16.

Each button and hat switch position can be programmed to output a string of characters, a key being held down, or one of the four standard joystick buttons; they can also emulate the "chorded" extra buttons or hat switches found on earlier



CH joysticks. This is fine for basic replacement of keyboard functions, but gamers who want to creale sophisticated macros with time delays or conditional output will have to look towards Thrustmaster's offer ngs.

Because the Fighterstick is capable of sending all the codes of earlier CH joysticks, it's easy to set up a default program file that emulates a Compatstick. This is handy for trying out programs without having to program configuration. files for them first—most recent sims support the Combatstick, as does Windows 95. However, the Fighterstick eliminates the biggest gripe about the Combalstick—the nability to read simultaneous button presses. Because the standard IBM joystick interface includes the ability to read only four buttons and four joystick axes, earlier CH joysticks

continued on page 108

# Throttles

f you fly sims without using a throttle control, you probably keep the engine firewalled and rely on stick movements for

your survival. Varying your throttle can help keep you alive by keeping your plane at the speed where it turns best, but it's just too hard to do using a keyboard. Adding a throttie control not only gives you instant control over your plane's power, but also another set of programmable switches which, in conjunction with a programmable stick, can put nearly all your sim's controls at a finger's reach.

# Throttle Quadrant System

Thrustmaster's Throttle Quadrant System (TQS) was designed as a companion for the F-16 FLCS joystick, and it requires that stick or the F 22 Pro to function. This replica of an actual F-16 throttle sports a unique combination of controls.

The throttle itself moves smoothly and has two defents (small notches) that signify when it has been moved to idle or afterburner settings. The



throttle can function in analog mode, or can send a series of keypresses for sims that don't have throttle support. There are two three-position switches, a four-direction radio switch, and two programmable dials. The dials can be used for any function that allows a range of settings-you might use them to change radio frequencles or control flap deployment.

The most innovative feature of the TQS, though, Is the cursor control. Similar to the Trackpoint eraser-head pointers found on many laptops, this duplicates the functionality of your mouse (which continues to function normally), and is extremely handy for designating targets in BACK to BAGHDAD or selecting fire zones in AH 64D Longsow.

Programming is handled by incorporating throltie-control statements in your FLCS or F-22 Pro files. The TQS has the same flexibility-and complexity—as the parent joystick

continued on page 108

# Controllers

# Sticks from page 107

had the hats send combinations of multiple buttons. This worked well enough, but prevented you from, for example, firing cannons and machine guns simultaneously in some sims. The Fighterstick can read simultaneous presses of combinations of buttons and hat switches.

On the base of the stick you'll find an analog throttle wheel (non-programmable) and a trim wheel for each access. Trim wheels are handy for fine-tuning joystick calibration, or for trim ming aircraft in flight to deal with prop lorque or tall heaviness.

The F-16 Fighterstick provides good basic functionality for the type of user who shans learning even simple macro languages, and the inclusion of a throttle wheel makes it a good all-in-one solution for gamers who don't need the added functionality of a separate throttle controller.

PROS: Easy to configure; comfortable feel; frim wheels allow fine centering adjustment; built-in throttle.

COMS: Win 95 users must drop back to DOS mode to download configuration files; very basic programmability compared to Thrustmaster's offerings.





#### F-22 Pro

Thrustmaster has a tradition of building sturdy, sophisticated controllers for the hard-core simulation crowd. The F-22 Pro, the company's latest offering, is very likely the most powerful, configurable controller ever offered by anyone to the consumer market.

At first glance the slick resembles the company's earlier F-16 FLCS joystick, but appearances can be deceiving. A heavy, metal base helps the F-22 Pro sit firmly planted on your desk. It's a good thing, because the controller's high-tension spring and g-mbal system means you'll be using a tot of force to move the stick around. The light plastic handle used on the FtCS has been replaced by a sturdy glass filled unit. I've seen controllers in real military jets that didn't look as sturdy as the F-22 Pro.

On the handle you'll find four four-way hat switches, three buttons, a pinky switch, and a

dual-stage trigger. The trigger can be programmed to output one command when pressed lightly and a different command when pulled all the way in. This is handy for many applications; for example, living machine guns with a light press, and both machine guns and cannon with a full press.

Unlike the Fighterstick, the F 22 Pro has no built-in throttle. It also lacks frim adjustment controls—a problem endemic to all Thrustmaster joysticks. This can cause problems with sims that don't have an in-game centering function, as the center position drifts a bit on some systems after they heat up. Happily missing, though, is the FLCS's download switch—you can now transmit new programs to the stick automatically, without touching a thing.

Like CH, Thrustmaster includes a DOS programming interface with the F-22 Pro. However, Thrustmaster's Command and Control Center software runs fine in a DOS window under Win 95, and you won't have to reboot back to DOS to download a new set of commands to the stick (a Windows 95 programming interface is currently in the works).

The F 22 Pro sports unprecedented program mability. Of course, you can program simple keypresses, text strings, or button functions for each of the stick's functions. But that's just the start of it. You can also program de ays, repeating characters, sophisticated macros, and multi-switch combinations. Various buttons can have mult ple continued on page 112

FIRE CONTROL

The cursor control on the TQS lets

you set Priority Fire

Zones in AH 640

Longsow without

reaching for the

кеуboard.

# Throttles from name 107

PROS: Realistic; comfortable; packs a unique set of controls; allows digital programming of rudder pedals. The innovative cursor control keeps you from having to reach for your mouse in combat.

>CONS: Works only with the F-16 FLCS or F-22 Pro; same significant study required for programming as those sticks.



#### **Pro Throttie**

CH Products Pro Throttle Isn't styled after an actual fighter jet throttle. Instead of the arcing movement found in the Thrustmaster throttles, it simply slides forward and back. Missing is an afterburner

detent, which makes precise control more difficult in jet sims. The throttle supports both ana log and digital (keypress) output.

The Pro Throttle sports four four-way switches and four push buttons, for a total of 20 functions. Programming functionality and method ology is identical to the F-16 Fighterstick. Plus, you save both the joystick and throttle programming in the same file. In conjunction with the Pro Throttle, the less-expensive Combalstick is nearly as versatile as the Fighterstick, other than



the lack of support for simultaneous button presses. The Pro Throttle isn't I mited to working with CH Joysticks, although CH compatibility is necessary to take advantage of a stick's view hat.

PROS: Easy to program; works with third-party joysticks.

**PCOMS:** Only simple programming options offered; no afterburner detent.





STEALTH 3D 2000 & 3000 ACCELERATORS. Things will never look the same. Diamond Multimedia's Stealth 3D family of plug & play accelerators deliver ultra-fast 2D, smooth MPEG video playback, and Direct 3D compatibility. Stealth 3D 2000XL is the affordable solution for entertainment and productivity, while Stealth 3D 3000XL is ideal for high-res graphics or data-intensive processing. And both include free business applications and games. So visit us at www.diamondmm.com/stealth3d for all the facts and the location of your nearest Diamond retailer. Because there's no better way to accelerate your world.



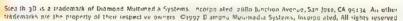


Better graphics, sharper video and the occasional hallucination.

Visit us at www.diamondmm.com/stealth3d for a chance to win a Stealth 3D accelerator!











# Rudder Pedals

or jet sims, rudder pedats are a nice frill that come
 in handy for quick course corrections; but if you fly prop sims, they're a must-have. In WWI and WWII

aircraft, the rudder is used for luming, for evasion, for fighting engine torque, for lining up shots, and for performing life-saving maneuvers such as snap rolls.

### **Pro Pedals**

The CH Pro Pedals are made of heavy duty



plastic. Set only a few inches apart, they're very comfortable to use in a desk setting. Unlike the less expensive CH Pedais,

which press down like a car accelerator and brake, the Pro Pedals realistically slide back and forth. The unit also features a loe brake capability, but white some sims such as Fighter Due, support this option, nobody has released the special joystick card necessary to allow you to use this feature.

If you spend some of your sim time driving ground vehicles, you have the option of switching the pedals to driving mode, dropping in a couple of small plastic checks and using the pedals as gas and brake pedals.

>PROS: Comfortable gedal placement; can be used for racing sims as well.

PCONS: The extra hardware you need to use the

too brake feature isn't readily available.



# Rudder Control System

The Thrustmaster Rudder Control System (RCS) has a sturdy metal frame with plastic pedals. Set much farther apart than their CH counterparts, the

RCS pedals are perhaps more realistic, but not as comfort able to use for long periods of time in a desk environment. The pedals feature extremely smooth



movement. Used in conjunction with a TQS throttle, they can be programmed in digital mode.

THE SNAP ROLL

Thrustmaster has announced an RCS Pro model which will include too brakes and, possibly, a game card that enables the brakes.

**PROS:** Sturdy construction; smooth movement.

CONS: No support for driving slms; some may find pedal spacing a bit wide.



### CH Force FX

CH Products' Force FX is the first consumer force-feedback joystick to hit the market, and early adopters won't be disappointed. The handle is the same F-16 handle used on the Combatstick, with two four-way hat switches and six fire buttons. The Combatstick's small base is replaced by a huge, heavy bottom with the motors used to provide the

force feedback. You won't have to worry about the Force FX silding around your desk, but you may have to worry about finding room for it.

In a torce feedback-enabled game, the Force FX can provide feedback such as stick resistance when trying to maneuver at high speed, shaking when

your plane nears a stal., bumps when you laxi over a rough surface, and jolts when

you fire
weapons. The
Force FX uses
Immersion's 1Force API, the
current standard for force
feedback



(although Microsoft is planning to muck up the works with a standard of its own, called "Jolt"). A number of games, including Warbinds, Air Warbind II, Jetfighter III, Fighter Duel, and Need For Speed SE already support the Immersion API.

Because the Force FX omits a throllie, you'll want to use it in conjunction with a Pro Throttle; this also adds programmability (Without the Pro Throllie, it emulates a Combatstick.) A switch on the bottom allows you to switch the buttons from chorded to discrete mode, allowing the stick to support simultaneous button presses when attached to a Pro Throttle. Trim wheels are included for both axes.

After using the Force FX, I'm convinced that Force Feedback is the wave of the future, and I imagine support will soon be mandatory in sims and driving games.

>PROS: Force feedback effect makes sims much more immersive; easy to set

up; includes drivers to add basic effects to games without force teedback support.

**PCOMS:** Bulky; no throttle; requires Pro Throttle for programmability.





MONSTER SOUND. Listen up. If you're not experiencing Diamond Multimerita's outrageous Monster Sound 3D PCI sound card, you're really missing something. Monster Sound provides true CD-quality 3D positional audio—with up to 24 independent audio streams—and support for Microsoft's DirectSound and DirectSound 3D APIs. It also comes bundled with suite of advanced audio applications. Monster Sound will do for your ears what Monster 3D did for your PC graphics. So visit us on the Web at www.diamondmm.com/monstersound for all the facts and the location of your nearest Diamond retailer. Because hearing is believing.





Don't leave your ears behind.

Visit us at www.diamondmm.com/monstersound for a chance to win a Monster Sound 3D sound card!







# **Executive Officer's Summary**

Ithough some components can be mixed (both compa-

nies' rudder pedals work equally well with the other's joysticks, for instance), for the most part you'll want to stick with a single-company solution to get the most out of the controller set's capabilities.



The CH Products combination (F-16 Fighterslick Pro Throllle, and Pro Pedals) is the simplest set



to quickly get up and running, and can more easily be configured as a "generic" setup for use with sims you haven't yet programmed. Programming capabilities are somewhat limited, however, and you may be frustrated if you want to set up complicated control setups. The Fighterstick is very comfortable to use for long sim sessions, although some may find its easy movement a bit mushy. The Throttle is capable enough, but I wish it had an afterburner

delent. This combo is most appropriate for gamers who want to spend as much time in the air-and as little time programming—as cossible. It's also the best choice if you can't afford the entire system inshally, thanks to the throttle on the Fighterstick.

PROS: Easiest controller system to configure; lends itself to being purchased in stens.

>CONS: Only basic programmability is offered; not as many support files out there as compared to Thrustmaster slicks.



### Thrustmaster

The Thrustmaster setup (F-22 Pro, F-16 TQS, and RCS) is the clear choice for the hard-core simpilot who'll take the time to learn a system in order to maximize the realism of the sim experience. The system looks and feels like it was ripped out of the cockp.) of an F-16. The programming interface, while intim dating, opens up infinite possibilities for automating difficult combat operations. Plus

Thrustmaster support files are commonly found on program discs and the Web, helping to make up for the system's tack of generic configurability.

This is one of those cases where the sum is greater than the value of the individual parts. Alone, the F-22 Pro is lacking some basic capabilities, but when paired with the TQS, it makes for an amazing ly flexible control setup.

PROS: Unmatched for realism and programmability; most sims ship with Thrustmaster configuration

files right on the CD. **CONS: You'll want to pur**chase the F-22 Pro and TQS together (more expensive); It takes lots of time to get





# Sticks compagning

functions depending on the states of other switches. You might switch to a left view when a hat switch is held left, or left and up if bullon three is also pressed.

The programming interface is intimidating at first, but extremely complete online help explains the syntax of each command as you type. Program files from the F-16 FLCS can be used with a few extremely minor changes. A number of sample files are included for various older sims, and most newer sims ship with sample program files for the FLCS or F-22 Pro. Definable macro names for various functions (le: FIRECAN NON) make It easy to after files without diving back into your sim's manual.

Built like an A-10, and emineptly programma

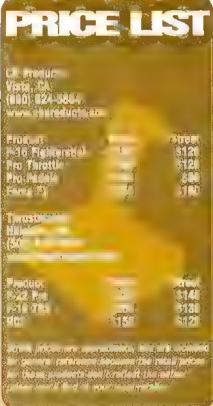
ble, the F-22 Pro is a winner for the sim player who demands the uttimate in programmability. Because it tacks a throttle, though, you'll want to pair it with an F-16 TQS to get full HOTAS capability. Also, the stick throw is extremely stiff, and if you're prone to sore wrists you might want to go check out the F-22 Pro's lightweight cousin. the F-16 FLCS.

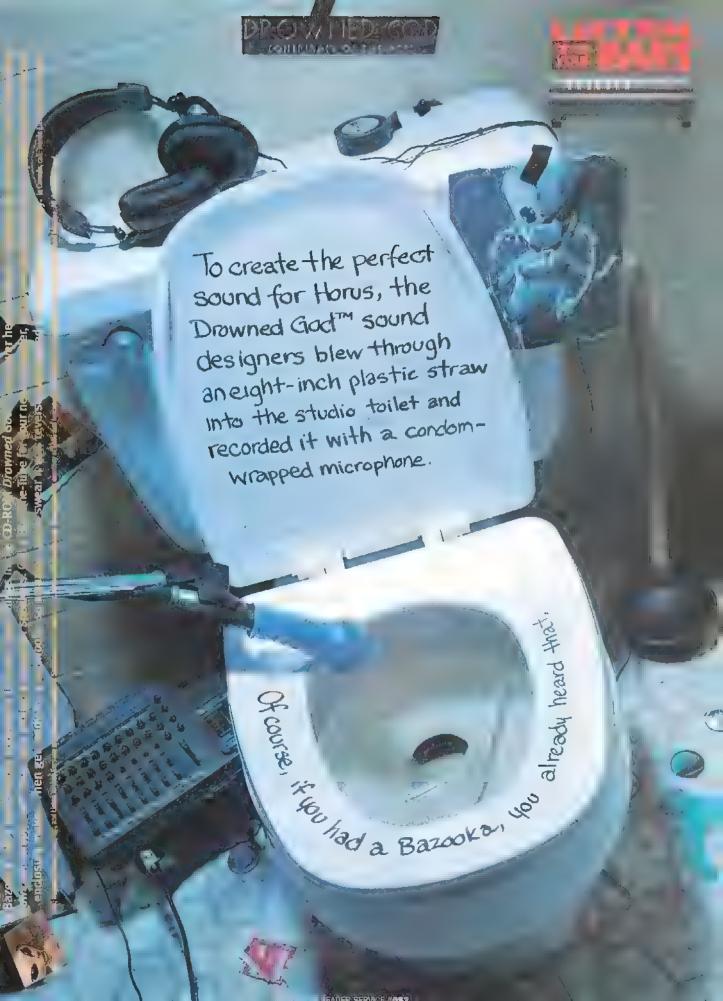
**PROS:** Unparalleled programmability; comfortable grip; built like a tank.

**ECONS:** The slick's plathora of program-

ming options means you won't be able to start using it without cracking the manual; no throttle wheel or trim adjustments.









# DU REAL ITY

A movement is brewing.

And with its birth, the PowerVR architecture begins the awesome struggle against conventional 3D; and against the technobourgeoisie who attempt to enslave the gamer masses. These enslave the gamer masses are turning their machines of propaganda against GAMERS, desperagely trying to make them believe that their 3D performance is good enough.

Well, it is not! This
naked, \*\*Rhamekess\*\* exploitation
of gamers has gone on far too
long. Rise up! For we have
created the ultimate instrument
of change: the PowerVR technology. And we declare that the
true console game experience on
the PC will be our domain.



Now is the time to question reality.

The age of conventional 3D graphics is coming to a close. Withering, decaying and exhausting itself.

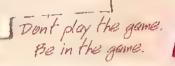
An incredible technology has

emerged from the ruins.

PowerVR™ is more than a new 3D solution. It is a hammer, ready to smash the stale PC game experience.

Gamers, hoist up your joystick. Rage against the stagnant sensory experience. Unite around this new 32 reality. You will be the lirst group or gamers in history to transcend the bleakness of the existing 32 experience.

We are pouring gasoline on the fires of creation.



Intense 31 graphics is not a gift. It's a birthright.

The world's leading computer makers are building a PowerVR future. More are quickly joining the Movement. You'll know they're one of us if they flash the PowerVR Ready sign.

Namco, Sega Entertainment, Kalisto, Vic Tokai and others are bringing forth the most awasomely intoxicating games.

STORES OF THE PERSON NAMED IN

Accelerated, Enhanced and Extreme certifications demonstrate support.

This is the dawn of high res and high frame rates.

Buy PowerVR Ready Systems. Buy PowerVR Ready add-in cards: These are the machines that will drive the revolution. POWERVR

Revolt against hardware that doesn't carry the PowerVR Ready sign. (1-800-366-9782,

www.powervr.com

The Neo Realitarian Movement has begun.

Free jourself from the tyranny of their interior 31 experience.

NEC

# \*\*\*

# Now Hear This...

New AWE64 Delivers Clean Sound and Some Cool Extras

by Dave Salvator

reative Labs has been venturing into new territories pretty successfully over the last year or so, branching out to include 2D and 3D graphics, modems, and speakers. But with the AWE64 Gold, they've returned to their audio. roots, delivering a sound card that makes significant improvements over its predecessor, the AWE32. Those improvements include a much cleaner and more realistic General MIDI patch set; SP/DIF (Sony Plulps) Digital Interface Format) digital audio output; accelerated 3D positional andio; and less noisy RCA (standard) stereo patch cable) jacks for line-level output, which make connecting the AWE64 Gold to your home steren a much easier task.

Creative has also shipped another version of this board called the AWE64 Value. Priced about \$50 less, the AWE64 Value is built on a two-laver board (the Gold is a four-layer board), has 512KB of sample RAM (the Gold has 4MB), has a 4-wait amplifier for unpowered speakers, and lacks the Golds RCA connectors and SPfDIF output. Though the Gold is a bit more expensive, with features that gamers may never use, it's still worth the \$50 to go with Gold, both for its superior General MIDI patch set, and its somewhat cleaner overall output.

The 64 in the AWE64 Gold's name comes out of its 64-note polyphony (the number of notes that the AWEs synthesizer can play simultaneously). The AWE64 has basically the same E-num 8000 synth engine as the AWE32, whose updated General MID1 patch set is much improved. To gain these extra 32 voices, the AWE64 uses Creatives software-based WaveSynth/WG synthesizer, which means that you can select either wavetable patches or WaveGuide patches.



#### NO MUSS, NO FUSS

Sound eard installations used to be cruel and unasual punishment, but AWE64's PnP implementation makes the installation painless. Our test system, a Pt66 Cateway, detected the new board on startup; asked for AWE's driver CD, and, after pointing to the drivers directory, the drivers were installed and the board worked—sans reboot

For DOS usage, Creative's Configuration Manager (CTCM) utility loads in the AUTOEXEC BAT, though we had to manually copy it over to Win 95s DOSS TART BAT (used when rebooting into MS-DOS mode). CTCM obtains the I/O resource set lings and writes a Blaster environment string that DOS tilles read when they first "talk" to a Sound Blaster-compatible card. CTCM leaves no memory footprint — a major improvement over the AWI-32. Creative's documentation was thorough and will guide the novice through any needed details

Some Creative sound cards in the past have suffered from excessive ambient hiss when siting idle, the AWE64 Gold sounded very clean. When we cranked up the speakers and adjusted the mixer there was no discernible noise or crackling—even with all faders at maximum

We took the AWE64 Gold for a spin through several DOS titles, EF2000, REDNECK RAMPACE, and QUAKE, and the board never faltered in delivering clean audio. In EF2000's setup, which uses the Miles audio drivers, EF2000 detected AWE64's I/O resource settings without a hitch

In Windows 95 we threw three DirectX games at AWE-64: HELLBENDER, ALLCHWARRIOR 2: MERCENARIES, and CABLRCHADIATORS. Again the AWE-64 performed with aplomb, with clean audio and no setup problems. In addition to DirectSound support, AWE-64 Gold also supports and accelerates DirectSound 3D, so game developers can add real-time 3D positional audio to games

All told, the AWE64 Gold delivers the goods, though it's pricey and some features aren't aimed specifically at gamers, but rather at budding Beethovens. But if you have reached a point where snap, enackle, and pop are fine for breakfast—but not your PC audio—the AWE64 Gold is a strong candidate.

APPEAL: Gamers who moonlight as musicians and need a single sound card for both jonses.

PPROS: Versatile. Clean sound, very good General MIDI, no memory footprint in DOS mode, decent bundleware.

CONS: It's expensive, and some features may be extraneous for non-musician gamers.

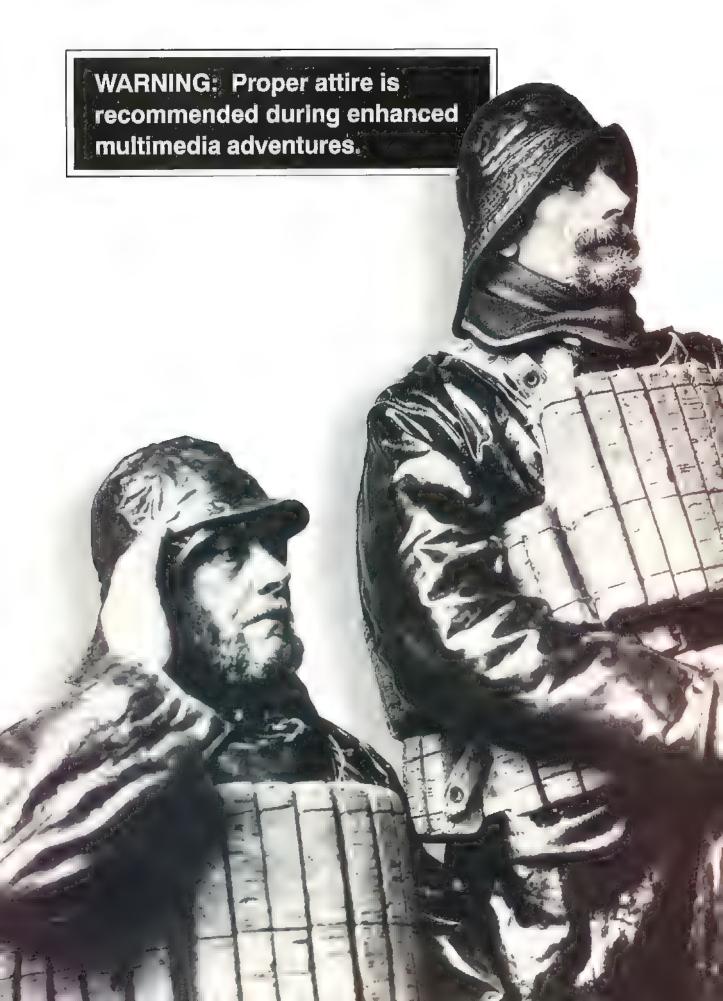


Price: AWE64 Gold PnP AWI 64 PnP \$199 System Requirements. Penhant 90 or binher processor 8MB system RAM (16MR recommended) DOS 5 0, Windows 3.1 or Wardows 95 Open, half length 16 bit ISA slot Speakers or headphones CD ROM drive for software insta lation Vendor. Creative Labs M lo tas. CA (800) 998 1000 www.soundblaster.com

Reader Service #: 316









# Family PC™ Multimedia Systems

# P5-166 FAMILY PC

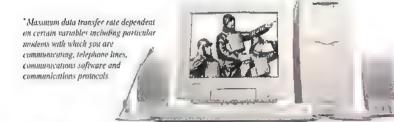
- Intel<sup>®</sup> I66MHz Pentium<sup>®</sup> Processor with MMX™ Technology
- 32MB Synchronous DRAM
- 256K Pipelined Burst Cache
- CrystalScan<sup>®</sup>700 .28dp Monitor (15.9" viewable area)
- 2MB SGRAM, 3-D 64-Bit PCI Graphics
- 2.5GB 11ms EIDE Hard Drive
- 12X CD-ROM/3.5" Diskette Drives
- 16-Bit GATEWAY<sup>IM</sup> Sound
- Altec<sup>™</sup> Lansing ACS-41 Speakers
- TelePath<sup>®</sup> 33.6 Data\*/14.4 Fax Modem for Windows with Speakerphone
- Mini Tower Case
- 104\* Keyboard & MS® IntelliMouse™
- Microsoft® Windows® 95
- MS Office 97, Small Business Edition plus Encarta® 97
- MMX Technology-Enhanced Software Bundle

\$2199 As Low As1 \$76/mo.

### P5-200 FAMILY PC

- Intel 200MHz Pentium Processor with MMX Technology
- 32MB Synchronous DRAM
- 512K Pipelined Burst Cache
- CrystalScan700 .28dp Monitor (15.9" viewable area)
- 2MB SGRAM, 3-D 64-Bit PCI Graphics
- 2.5GB 11ms EIDE Hard Drive
- 12X min/16X max CD-ROM Drive
- 3.5" Diskette Drive
- 16-Bit Ensonig<sup>®</sup> Wavetable Sound Card
- Altec Lansing ACS-41 Speakers
- TelePath 33.6 Data\*/14.4 Fax Modem for Windows with Speakerphone
- Mini Tower Case
- 104\* Keyboard & MS IntelliMouse
- MS Windows 95
- MS Office 97, Small Business Edition plus Encarta 97
- MMX Technology-Enhanced Software Bundle

\$2499 As Low Ast \$87/mo.



# MMX Technology-Enhanced Software Bundle

- Pod<sup>191</sup>
- Eraser<sup>™</sup> Turn About
- The Ultimate Human Body Version 2.0
- The Third Dimension™

# MS Office 97 Small Business Edition plus Encarta 97

- MS Word 97
- MS Encarta 97
- MS Excel 97
- MS Automap<sup>®</sup>
- MS Publisher 97
- Streets
- - MS Outlook<sup>™</sup> 97

# Games and Entertainment Pack II\_

(Available to new and existing Gateway customers.) Includes Bug!\(^\mathbf{u}\) • Deadlock\(^\mathbf{v}\) • MechWarrior<sup>®</sup>2: Mercenaries<sup>™</sup> • 9<sup>™</sup> • Pitfall<sup>™</sup>: The Mayan Adventure • SPQR: The Empire's Darkest Hour and PC ProPad gaming device. \$99



w 2 k . c o m



# The Most Respected Reviews in the Industry for 15 Years

# REVIEWS

# **COASTER OF THE MONTH**





# READER OUOTES

#### PRIVATEER 2:

"To say the least, the game is a big letdown. The heavy English accent is sometimes impossible to understand. The videos are not consistent. Space combat is fair at best. The manual is garbage. Naturally, I found a good use for the game's three CDs; they make excellent coasters." -MAX, via the Internet

### HEROES OF MIGHT AND MAGIC II:

"Heroes II is a rich game with numerous undocumented secrets-certainly

not a more-of-the-same sequel,"-R. Jesser. Marietta GA

#### RPGs:

"I feel that role-playing games have begun to lose any sense of coherant plot. DAGGERFALL has thousands of towns, temples and dungeons, hundreds of spells. superb graphics-and a plot as thin as tissue paper. Perhaps companies like Bethesda and Blizzard should look to games like the Ultima series and Betraya. At KRONDOR, which managed to combine an open ended-

ness and freedom of gameplay with an intriguing and well-developed plot. Quantity of gameplay does not necessarily make a good game." -Jason Rabin, via the Internet

### CGW:

"Why don't game developers hire all you guys as consultants for their games? Your advice would be invaluable. It seems to me that you could do more good before a game comes out then reviewing it after it comes out."

—ZippyDan@aol.com

# **Review Quote** Of the Month

"It's been too long since I could unreservedly recommend a game, but I can do it now." -Scorpia, reviewing Discworld II

Hev. you're right! The CGW editorial staff is now available to the highest bidder. What? Conflict of interest? Well, never mind

# **HOW DO WE RATE?**

# We only review finished products, not pre-release versions. The ratings are as follows:



# Outstanding:

The rare game that gets if all right. The graphles, sound, and gameplay come

logether to form a Transcendent Gaming Experience, Our strongest buying recommendation.

# Very Good: A

high-quality game. that succeeds in many areas. It may have minor. problems, but is

slill worth your money. especially if you're interested in the subject matter or genre.

Average: A mixed bag, it can be a game that reaches for the stars, but falls

short in several

ways. It can also be a game that does what it does well, but lacks flair or originality.



Weak: A game with senous problems. Usually buggy, ser ously lacking

just a poorly conceived game design-you should think long and hard before buying it.



Abysmal: The rare game that gets it all wrong. This is reserved

for those products so buggy, illconceived, or valueless

that you wonder why they were ever released in the first place.



# **Get Stoned**

Obsidian Is a Flashback-Inducing, Skull-Busting Puzzlefest

by Petra Schlunk



BSIDIAN is the latest in a growing line of adventure games that have evolved through the haze of MYSI and THE 7TH GUEST and

focus more on puzzle-solving than plot development. But Obsidian pulls this off better than most of its ilk by langing its gallery of puzzles in a series of buly bizarre universes, and by successfully instilling a sense of style and wit throughout the game, which should keep you amused even when the puzzles have you confounded.

The game takes place in the year 2006. Two researchers, Lilah and Max, concerned about the relentless decimation of the Earth's environment, have developed and launched a satellite called Ceres, which uses nanotechnology to scrub the pollution out of the Earth's atmosphere. Ceres has recently been switched to full machine control, allowing it to make its own decisions on what to clean up — and this is where the trouble begins.



The game opens in a forest where the researchers have gone for a vacation Your character, Lilah, returns to the campate, and spends some time reaching her computer journal, which contains Important information about the Ceres project, some bezarre dreams that she and Max have had, and—most ominously—reports on a strange, rapidly growing obsidian-based mountain that has mysteriously appeared near their campsite. Lilah hears a scream, and discovers that Max has disappeared into the Obsidian, Undannted, she follows him



MEET THE NEW BOSS, SAME AS THE OLD BOSS Face to face with the bureau chief at long last, you're in for a lecture on playing by the rules!

in The rest of the game involves Lilab's effort to rescue Max, discover and reach the force behind the Obsidian, and make a decision upon which depends the fate of the Earth. It's hardly just another vacation day

The first world that I slah enters is based on her recorded dream of a bureaucratic nightmare. This Escheresque world is a cube in which all sides function as both floor and wall. But finding a way to reorient the world (or oneself) is only one aspect of the puzzlesolving here. Lilah must reach the bureau chief, cutting through a mynad of red tape as she goes, to find out what has happened to Max. Because several of the puzzles in this area are very difficult to solve, its a blessing that the game's manual comes with strong hints and solutions to this first part of the game.

The second world that Lilah enters is from Max's dream. Taking place in what appears to be an industrial complex, Lilah must animate a giant mechanical spider by collecting several elements.

essential to its function. Each collection involves solving one or more complex and truly bizarre puzzles. As is true throughout the game, in this world it's as hard to figure out what each puzzle is about as it is to solve it once you know

After traversing the two dream realms, Lilah must enter a rentm of Geres' own devising, which symbolizes and celebrates Geres' birth of creativity. After traversing this world, Lilah will enter a realm where she can rescue Max and confront Geres

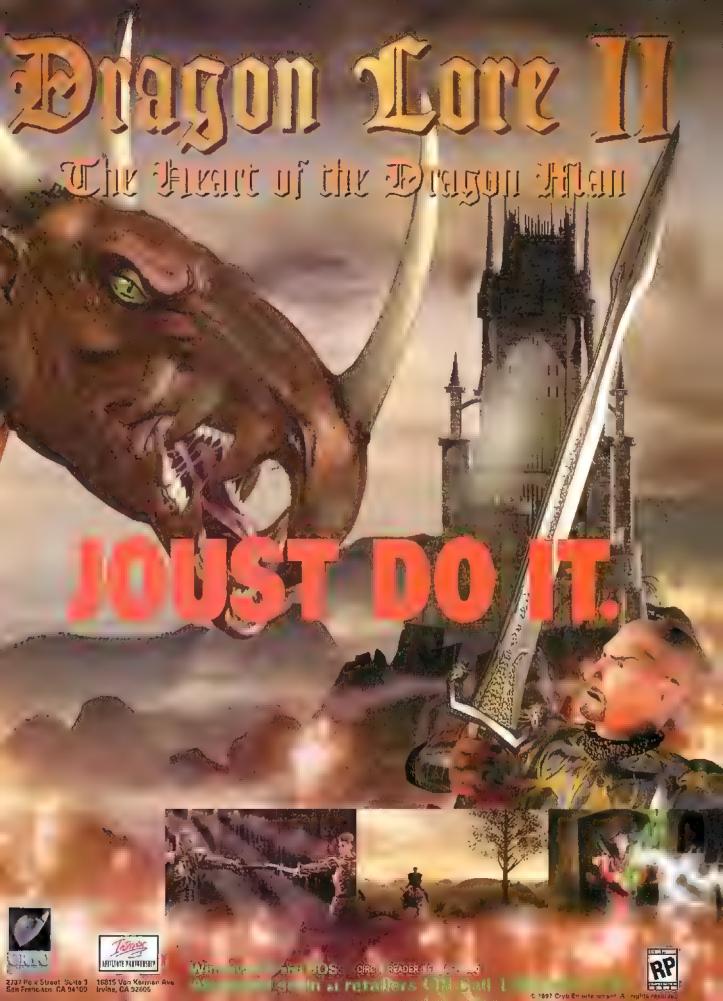
#### DAZED AND CONFUSED

OBSIDIAN's point-and-click interface is simple to use and familiar to most adventure gamers. The cursor changes into an arrow when you can move somewhere, a double arrow when you can shift viewpoints, or a green diamond when you can interact with something. There are a few times when you will pick up an object and lug it around for some purpose, but there isn't an inventory as such—so don't expect to find the



Price: \$59 99 Minimum System Requirements: F90 16MB RAM 17MB hard drive space, SVGA graphics, 2MB Viceo RAM recommended 4x CD ROM. Windows 95 mouse, supports Sound Blaster 16 Multiplayer Support: None Designer: Rocket Science Games Publisher: Segasoft Inc. Redwood City CA (888) 734 2763 www.segasoft.com

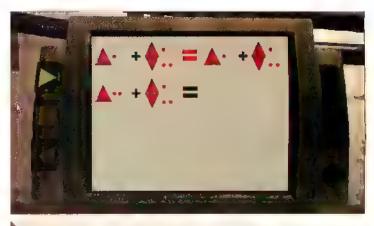
Reader Service #: 318



object-combination puzzles that litter many other adventure games.

One of the really ceric facets of OBSIDIAN is that you have no clue, espeeally at the beginning of each of the worlds, what you're supposed to do or where you're supposed to go. Along with this lack of direction, OBSIDIAN'S graphics and first-person perspective contribute to a strongly surrealistic atmosphere. This atmosphere is enhanced (or needlessly overworked, depending on your viewpoint) by the inclusion of a lot of dead space - that is, many beautiful seenes and views where the garner does nothing except move around. Traipsing through these otherwise useless areas, where every click of the mouse slowly displays another scene, is very time-consuming, and will wear thin on the gamer who just wants to get down to the business of solving puzzles.

While there is no way to die in OBSIDIAN, obviating the need for lots of saved game positions, you can save as many games as your hard drive has space for I recommend that you save before tackling some of the big puzzles,



CHEMISTRY CLASS A basic lesson in weird science is necessary to solve this simple chemistry problem. Obsidian's puzzles can get pretty Intense.

so that you can restart and reset the pieces by reloading your game.

Also, the game has more than one ending, which is another nice feature.

#### STONE DEAF

OBSIDIAN's puzzles are about as challenging as they get in the adventure game genre — especially since it's often a struggle just to figure out what you're supposed to do—and the game doesn't provide a lot of clues. Unfortunately, some of the clues and information that do exist are only delivered orally (from various characters or objects). For some reason, the sound in my game was choppy, and I frequently had difficulty understanding what was said. Since the game does not include any on-screen text, i often had to replay sections several times to figure out what was being said.

While OBSIDIAN does have a few drawbacks, most notably a surfeit of dead areas and the annoying necessity of changing the Windows display to 16-bit color (which isn't compatible with almost anything else you might wish to run), this game has many strong features. It contains approximately 20 interesting and original puzzles presented in a series of unusual and beautiful worlds; and it possesses a nice, edgy intelligence that's often lacking in games of this type. For gamers who enjoy puzzle-solving, OBSIDIAN should provide a similar level of enjoyment as do MyST or THE 7111 GUEST, and probably a greater level of challenge. S

# **Cetting a Cluo**



It the second realm, when you're mixing colors, remember that you're trying to find something that will mix with green to make crange. In the church of the machine, make use of the symbols in the square loop at the bottom of the circuit so you can import the microchip at each of the three areas at the top of the circuit.

In the third dream realm, you'll be confronted with a strange board game. The objective in this game of hide-and-seek is to force "true inspiration" into the upper-right square. You can find this character by looking at the pieces on the board. "True Inspiration" needs to have a place to hide or it cannot move. This board game is also the basis for the final puzzle in this area, in which you will try to reach the frame in the sky. When you follow your copilot's directions, punch D2 instead of B2 and then play the game you played on the board (flip up the covers to find the red light that you're chasing)

**PAPPEAL:** Fans of Myst-like games, and puzzle fans of all types.

PROS: An intuitive interface; difficult and original puzzles; and strong, surrealistic graphics.

**FCONS:** Lots of dead space and

lengthy transitions make movement through the game's worlds tedious. Some puzzling puzzles, indeed.



# If you play only one real RPG this year, it will have to be...





"Fallout has everything necessary to be the best roleplaying game of all time" - Next Generation







**Coming Soon for** Win 95/DOS and Mac

© 1997 Interplay Productions. Follows and Interplay are tendemarks of Interplay Productions. All rights recoved. All other trademacks and copyrights are the properties of their respective owners.,





LANDS OF LORE
GUARDIANS OF DESTINY

Westwood

www.westwood.com

Company of the property of the







It's the End of the World in Realms of the Haunting, and We Feel Fine

by Robert Coffey

ou never know what voure going to get when you combine two seemangly different things. Sometimes you succeed, as with Reese's Peannt Butter Cups; other times, you get something like Pat Boone's new marrowcurdling heavy metal. album. Blending different gaming elements is no less risky, but REALMS OF THE HAUNTING (ROTH) is more than up to the task, deftly mixing first-person action with traditional adventure game problem-solving and exploration. With a compelling, complex plot; smooth-scrolling 3D graphics; and a bucketful of challenging puzzles and deadly monsters, ROTH covers all the bases, ably managing to be both a little bit country and a little bit rock 'n' roll - all the while forging a ginn personality all its own.



Ecric sigils

glow on many of

COW

MAY 1997

You play the role of Adam Randall, a twentysomething expatriate Englishman returning home after the swiden death of your father, paster of a small Comish village. Upon arrival, you meet a strange priest, who claims to be a friend of your father, and who hands you a box of shattered seals When you arrive at your father's house, your trouble really begins.



DYNAMIC DUO Meet the Sculy and Mulder of the Apocalypse your heroes Adam Randall and Rebecca Trevisard.

the doors, enormous secret mausoleums and temples reveal a building much larger than the ontside would lead you to believe, and a bunch of demons try to kill you. Plus, the ghost of you father appears and beseeches you to help free him from the torment he is enduring in the afterlife. Obviously, you've got your work cut out for you.

Fortunately, you are soon joined by Rebecca Trevisard, an attractive young psychic. Though you only control Adam, Rebecca is an invaluable

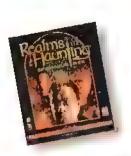
asset, noticing and

Interpreting

mystical

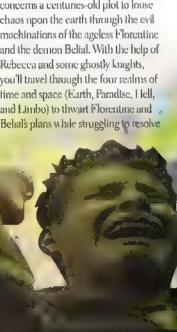
comprehend. Together you begin to make sense of the myriad clues and mysteries that compase the game's strong, intricate plot. While there are scarcely enough pages in this entire magazine to detail ROTH's epic story; in a notshell, it concerns a centuries-old plot to loose chaos upon the earth through the evil machinations of the ageless Florentine and the demon Belial. With the help of Rebecca and some ghostly knights, you'll travel through the four realms of time and space (Earth, Paradise, Hell, and Limbo) to thwart Florentine and

information that Adam misses or cannot



Price: \$49 00 Minimum System Requirements: 486DX2/66 (P75 recommended), 16MB RAM 20MB hard disk space, VGA or SVGA graphics, 2x CD-ROM MS-DOS 5.0, mouse, supports Sound Blaster and compat bles. Multiplayer Support: None Designer: Gremin interactive Publisher: Interplay Productions Irvine CA 714 553 6655 www.interplay.com

Reader Service #: 319





Survival comes down to two things, the role of strategy.

And the roll of the die.



INTRODUCING DRACON DICE ON CD-ROAL. Not since the invention of the broadsword has there been a more realistic way to experience the pace of battle. The new CD-ROM version of TSR's blockbuster hit, DRAGON DICE, takes you on a dangerously realistic journey into one of the most challenging and popular fantasy dice games ever.

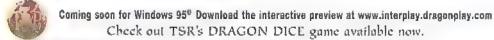
This animated DRAGON DICE adventure, begins in cons past, when the strength of the sword or the spell power of a sorecere was the only difference between a glorious life, and a victous, terrible death.

You'll have to use all 128 of the games built-in computer dice to build your own dice armies, to scout enemies, and to avoid traps. Plus, each DRAGON DICE CD-ROM comes with a limited and collectible, TSR

sanctioned DRAGON MASTER die.

It's the most true-to-life dice battle of strategy you've ever encountered. But heware, because only the extremely talented, or the unbelievably lucky will survive.

- BASED ON TSR'S BLOCKBUSTER STRATEGY HET, DRAGON DICI.
- 🚭 CUSTOMIZE ENDLESS ARMES FROM EVERY DIE AVALABLE FOR TSR'S ORICINA. DRAGON DICE (ALT 128)
- Single player or a 4 player network mode draws you into the rich fistory and storyline of an ancient  $AD\&D^{\aleph}$  universi
- BEAUTIFUL ARTWORK AND DICE -TO-CHARACTER ANIMATION BRING THE POPULAR DICE GAME TO LIFE,
  CREATING A RICH GAME PLAYING EXPLIRENCE.











CAPTALDEE" and 1996 TAP the theory impact which a community of 1994 has been a few and policious Ministratories ARRO of the 1994 has been also been accommonly of 1994 has been and

your prophesied role in the dawning of the Apocalypse

Though much of the story is told through discovered journals, letters, and scralls, the meat of it is revealed in full. motion video sequences liberally interspersed throughout the game's 20 chapters. The acting in these sequences is simply some of the best I've ever seen in a computer game. Stately and believable, the actors bring a delicate gravity to the game that serves the story well

#### **BALANCING ACT**

While games that try to offer both gun-slinging action and more ruminative puzzle-solving have mostly been heavily lopsided in favor of one or the other, this is not the case in ROTH, Both elements are exceptionally well-balanced and they



OOR SHOW Richly designed environments add to the immersive nature of Realms of the Haunting. Check out the detail in the floor mosaid

work to enhance the plot, as well as each other. Transitions from adventure gaining to action and back again are seamless

The twitch-reflex components of the game should be familiar to veterans of any shooter. While the emphasis is definitely on killing the assorted demons, there are points where you'll need to successfully run and jump your way through the peals of the realms, such as fireball traps and floating platforms. If you're a die-hard adventure gamer who is legry of hot and heavy combat, ROTH offers four different skill levels for the action parts of the game, ranging from easy to very hard

Similarly, the game has two difficulty settings for the puzzles. Since many of the puzzles are concerned with finding and using objects, the easy setting will automatically out whatever item you need right in your hand, whale playing the hard way forces you to figure it out yourself. All of the puzzles are plot- and game-related even the logic puzzles. some of which are almost Mys)-like in their rehance on your having to operate machniery

While most of the puzzles are good, challenging fun, there are a few that avell aren't. Most of

these involve mazes. There's an annoving mirror maze that changes shape after you press a batton; a maze made of changeable walk of light (which has an unpleasant number of variables); and, the worst of the lot, a huge, convoluted network of caverus where you must find 16 brains to put into a machine

#### GOING THROUGH HELL

ROTH's game engine and interface make travel through the game world a fairly simple affair. You can move with either the keyboard or the mouse, but since monse movement ceases whenever you happen upon ellekable Items, the keyboard is definitely the way to go. Opening doors and interacting with objects is handled via the mouse cursor Highlights on the cursor inclicate available actions: A green light denotes an object that can be picked up or used, a red light indicates a target, and a blue light appears when a usable object is under the cursor, but out of range. Additionally, an eyeball icon will appear when an objects description is available

Movement is smooth-scrolling, with 360 degrees of freedom, In order to ensure that your journey through the realms isn't hampered by a slow, jerky frame rate, ROTH has sereen setting options running from VCA at 320x200 to SVGA with a 640x480 resolution. While the game is very playable at the lower settings. I found that even at the highest settings the detail and beauty of many of the huge environments was remarkable. In comparison to ROTH, DACCERFALL'S world looks kind of grungy as it lopes by with its frequent disc reads.

The graphics aren't without their drawbacks, however Most of the monsters quickly degenerate into jagged.



HATCHET MAN You'll need to sharpen both puzzlesolving and combat skills to beat the game. Now it's time for this axe-wielding demon to eat some fireball

blurry figures at even medium range, and some of the iniderground environments are just too dark. I'm all for creating a creepy atmosphere, but not at the expense of my eyes.

The compartmentalized inventory system, while probably the best approach to dealing with the up to 155 inventory items, takes some getting used to and it can be awkward at times. The designers added an annoying extra step when you want to use an object. You must first place it in your right hand before exiting the giventory and their chek where you want to use it. This can get tedionsespecially when you've got sixteen suggy brains to dump into a machine one at a time. Also, while most of the maps you find are helpful, it's definitely not helpful. to have the opened map blot out the mani part of the screen.

Still, these quibbles are hardly gamekillers. With its deep plot, carefully balanced blending of action and adventure, and a well-designed, graphically rich game world, REALMS OF THE HADNING is a unique, immersive ganding experience. Interplay took a chance with this unusual hybrid title, and they've sueceeded - in spades. 5

**PAPPEAL:** Action gamers looking for some adventure, adventure gamers ready for some action.

>PROS: Compelling story, gameplay expertly balanced between action and adventure, good variety of quality puzzles.

**Inventory system** 

can be unwieldy, too many mazes, movement sometimes awkward.



# THINK FMV SUCKS? THINK AGAIN.

Think about fast, seamless
15 frames per second
video—even on a 2X drive!
Think about an Immersion
Engine™ projecting live
action so fast you'll
make split second
decisions just to
stay alive. Think
about 5 CD's
packed with

adventure, puzzles and special effects! It's all in

A Fork in The Tale"

- the new game that's so fast, so interactive you're killed 6 times in the first 10 minutes.

If this game doesn't change the way you think about FMV\* nothing will!

\* Full Motion Video

# NOT CONVINCED? GET THE FREE DEMO.

YOU'LL MEET THIS GUY. HE'D LOVE TO REARRANGE YOUR JAW WHILE SETTING YOU STRAIGHT. CALL 1-888-GET-DEMO WHILE SUPPLIES LAST!



Yeah, they're beautiful babes in fur bikinis. (Unfortunate.y, they want to kill you!)



These marauding kingsmen need a hand (Your hand! And then they'll kill you.)



Up for a little face stomping? (Before Geebo - yeah you guessed it - kills you)

"Thanks to me and half a dozen other outrageous stand-up comedians, there are so many laughs in A Fork in The Tale that FMV now stands for Funny with My Voice!"

A FORK IN THE TALE.
A HILARIOUS LIVE ACTION ADVENTURE.

Starring funnyman Rob Schneider as the voice of the hero.



www.anvriver.com



Call 1-800-771-3772 for Game Rating Information



# Ramses Reeks

Playmates' Egyptian Romp Powerslave Is Just Another Bad Run-of-the-Crypt Shooter

by Robert Coffey

Int only took novelty to make a good game, then all those shareware DOOM levels featuring Homer Sunpson and Barney instead of demons would be enshrined in this magazine's Hall of Fame. They aren't, and I'm willing to bet POWERSLAVE won't be r, in spite of its Egypt-invaded-

either, in spite of its Egypt-invadedby-aliens motif for a staggering display of bonelicaded game design, Powerstave manages to botch almost every aspect of gameplay through unwelcome "features," lump imitation, and an unexplainable inability to fully ntilize DUSE NUSEM's outstanding Build engine.



In ease you haven't guessed, you're the lone, highly-trained killing machine that can save namkind from pyramid-snatching extraterrestrials. What you might not have guessed is that you have multiple personalities, meluding a foul-mouthed soldier, a Corner Pyle soundalike that gurgles "See ya!," and a gargling ape. It's as if the governments of the world decided to send Sybil to deal with the enemy menace. Quips in DUKF added character to the game, but in POWERSLAVE, they only befuddle.

Comparisons to DUKE are especially valid since POWERSLAVE uses that game's Build engine. Sure, there are dynamic lighting effects and the environments look good (if immspired); but why wasn't the game engine fully utilized? Unlike DUKE, the game world is mostly non-interactive. Bullets leave walls unblemished, and greande blasts don't touch ageent urns.

And where are the excellent map options from DUKE? The automap in



HAVE WE MET BEFORE? This boss is big, ligly, and very bonng. Like all the other monsters, bosses are tepid creatures that hardly inspire fear or dread.



WHAT THE HELL ARE YOU? Monsters are so pixelated up close, you'll think you're blasting away at a jumble of twitching Legos.

POWERSLAVE is a skumpy tangle of lines that can barely be seen when superimposed over many of the game's complex environments.

'lo its credit, POWERSLAWE does have a number of intricate levels with truly challenging puzzles and obstacles, but thanks to the lousy save function, you'll end up repeating those puzzles until you scream in frustration. That's because you can't save the game anytime and anywhere you want. Instead, the game antomatically saves only upon completion of a level. Waypoints an each level note your game is restored at the last waypoint you reached... provided you haven't used up your limited number of lives. If you have, you start at the beginning of the level

with just one life. You can collect a few extra lives along the way, but many are secreted in areas that will kill you when you retrieve them. This, coupled with countless jumps over lethal lava and some ambushes guaranteed to kill you the first time you encounter them, make POWERSLAVE almost mean-spirited in its unforgoing nature.

#### TERROR OF THE NILE?

The recesses of Ramses' tomb are chock-full of bastide creatures that die with a satisfying wet ermelt. Tho bad they look better dead than alive. Boss monsters look sally and move like wind-up toys, and everything devolves into a familial mass of pixels when viewed up close. The only creature certain to inspire fear is the Omenwasp, which makes a sound so monumentally arritating you're assured a hendache

Powerst AVE may have some value as a multiplayer game (when vou've lost every other dise in your collection) but I don't see it topping DUKE or QUAKE. When you look at

a game like REDNECK RAMPAGE, which uses the Build engine wonderfully, there is just no excuse for a game as bad as POWERSTAVE. §

**PAPPEAL:** Action junkles who've never met a first person shooter they didn't like.

>PROS: Huge, complex levels.

CONS: Miserable save game feature, bad use of the Build engine, ridiculous and annoying

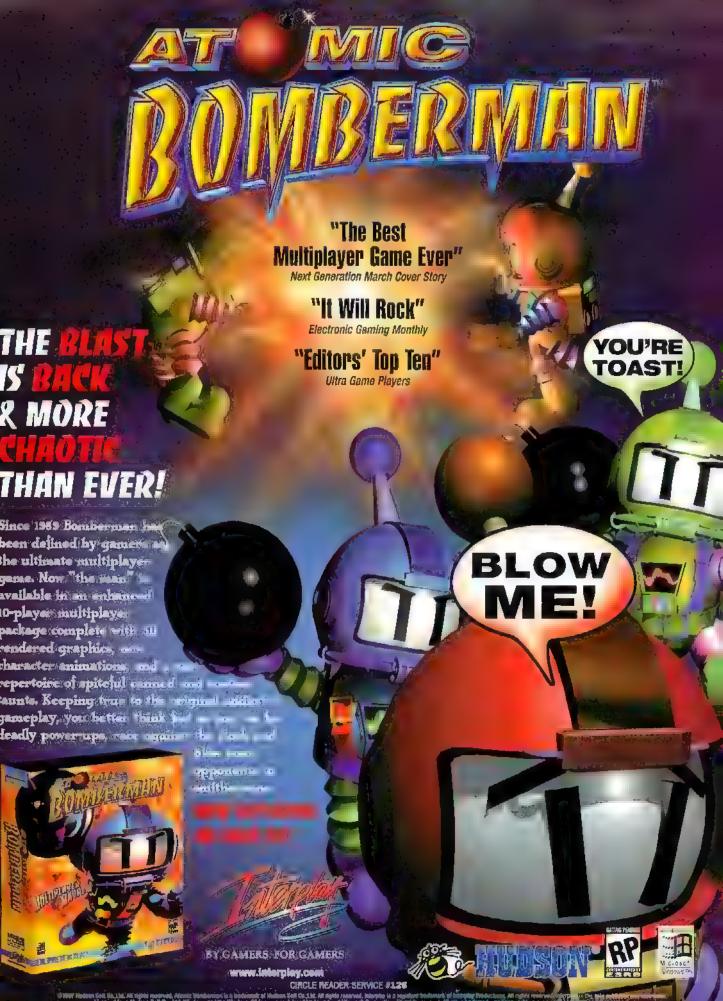
monsters, it's the kind of game that's been done a thousand times before and a thousand times better.



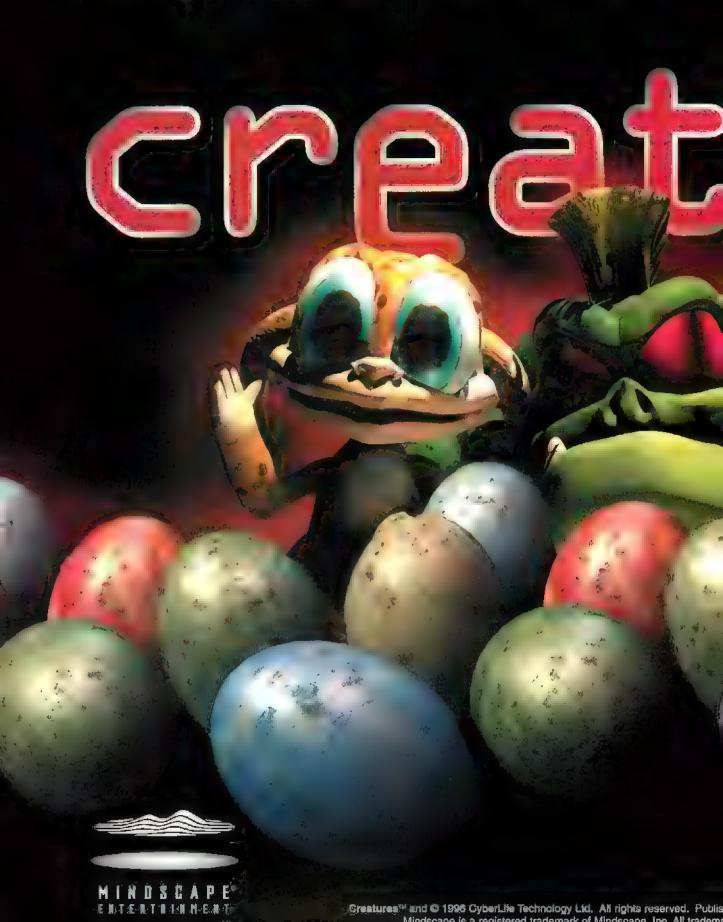


Price: \$49.99 Minimum System Requirements: 486DX/66 (Pentium recommended), 8MB RAM (16MB recommended), 30MB hard disk space, SVGA-video card, 2x CD-ROM drive (4x recommended) DOS 5 0, mouse: Sound Blaster-compatible sound card. Multiplayer Support: LAN (1-4, One CD per p ayer) Designer: Lobotomy Software Publisher; Playmates nteractive Entertainment, Inc. Costa Mesa, CA (714) 428-2112 www.playmatesloys.com

Reader Service #: 320



Create and Breed Your Own Artificial Life



Call it a game if you like, but this is the most impressive example of artificial life I have seen

Richard Bankings Oxford University goologist and author



I first saw this program in the same week that evidence was discovered of life on Mars. This is more exciting.

Bouglas Adams, Author of Hitchniker's Guide to the Galaxy

Hatching May 14th
for Windows 975 and Macintosh CD-ROM
mindscapegames.com

CIRCLE READER SERVICE #131

**C**vherLife



istributed by Mindscape, Inc. under exclusive license from CyberLife Technology, agistered trademarks are the property of their respective holders.



# **Buzz Off**

# Fly Like a Butterfly and Sting Like a Bee in Grolier's Bug Simulator

by Scott A. May



o ahead, admit it — you've always secretly wondered what it would be like to be a bug. Well, wonder no more Grab your insect instincts and think small when you enter the world of BANZAI BUC, a unique blend of flight-sim achon and areade adventure.

#### A FLY ON THE WALL

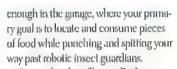
As the ham-fisted, venom-spating BANZAI BUC, you're trapped an what is surely insect hell: an exterminator's house. Your adventure begins innocently



BUG-EYED WORLD BANZAI Bus's environments are unrestricted 3D, but the flight model is a bit tough to master, and the gameplay gets a little repetitive.



MATCHING WITS Here Banzai retrieves a matchstick from Dad's workshop, one of many items needed to build the Stinkulator anti-human bomb.



Succeed and you'll meet Poolio, a friendly little pest with a Cheech Marin accent and wisceracks galore. With Poolio as your guide, you'll soon join forces with a merry band of creepy crawlers, whose revolutionary idea is to build the "Stinkulator," an anti-human bomb. Your job is to retrieve bomb components while avoiding Mom's bug spray, Dad's robotic defense system, and little Biobby's sadistic, wing-learing clutches.

The game features three skill settings and seven levels of increasing challenge, which are differentiated by the type of obstacles in each room, the number and tenuety of your enemies, and the difficulty in locating your target objects. However, gameplay is still basically a matter of Inde and seek, defend and escape As with most 3D shooters, it can get tedious over time.

#### A SURREAL DEAL

The games main strength is its ability to immerse players in a surreal environment, where ventilation ducts become elaustrophobic caverns, and everyday objects like tables, lamps, and chairs are part of the towering terrain For the most part, movement throughout this 3D realm is unrestricted, allowing you to fly under or around most solid objects. The polygonal - shapes are boxy, but nicely shaded, and drawn with a future-retro look (particularly in the case of your human adversames). The overall effect gives you ontlandishly large, cartoony objects which are still instantly recognizable.

BANZAI is played from a chase-view perspective, with a choice of two flight modes, plane and belicopter. A third mode—look around—allows you to pitch and mate to scan your

surroundings. Crolier overplays the flight sim aspect of the game, jokingly comparing your acrial maneuvers to aireraft such as the Homet, Cobra, and Tomeat Truth be told, in this altered reality, BANZAI's aerobatics are more akinto his real-life insect brothren's - slightly spasmodic and disorienting. Although the learning curve for flight dynamics isn't particularly high, mastering the techniques required to swoop, hover, attack, and pick up objects can be frustrating, especially at higher levels when you're constantly under attack. It's easy to lose your bearings, fly upside-down, and mistake floors for ceilings.

# A LITTLE BUGGY?

Hardware requirements are a little steep, but the game offers several options for customizing display details to ancrease the frame rate on slower systems. Although the game supports DirectX technology, it flattly refused to recognize my Rendition-based 3D Blaster video card. Neither the publisher's Web site nor their tech support line provided any solutions.

Despite the funky controls and slightly repetitive gameplay, BANZALBLO has enough originality and offbeat style to be declared a winner. If you're looking for something out of the ordinary that has a bent sense of humor, this bug's for you.

>APPEAL: Arcade buffs and 30 virtual world afficienades.

>PROS: Surreal twists on everyday settings, officeat humor and tasty sound, unique design.

### CONS:

Gameplay eventually becomes tedious and repetitive, the flight mechanics are a little (dare we say it) "buggy."





Minimum System Requirements: Pentium 90, 8MB RAM 20MB hard drive space, 2x CD ROM Windows 95, mouse supports all Win 95compatible sound cards, joysticks, and some 3D accolerated video cards. Multiplayer Support: None Designers: Gravity, Inc. Publisher: Grover Interact ve Danbury, CT (203) 797-3530

www.grolier.com

Reader Service #: 321

Price: \$39 99

JUNE IN THE T

# ONLYNIGHTLYSHOW

ABOUT COMPUTER

TECHNOLOGY

AND THE INTERNET.

# SITE

Every Night
on MSNBC
7PM, 1AM & 4AM et
4PM, 10PM & 1AM et





Emmy Avelud Woming Host Soludard to British

www thesite com

# Denigarous Meins de Roganiz Leigo Losa



When outlaws murdered your wife, and took your daughter, everything you had was gone. Your gut aches for blood and sweet revenge. Dyin's too good for em now.



Ride back into the wild west as the gun-slinging Marshall James Anderson. You'll encounter a dusty town an abandoned mine, a runaway train, and the orneriest cowpokes this side of the Mississippi as you uncover a twisted plot of greed and corruption.



With weapons like your 45 six-shooter, your 44 rifle, your 10-gauge shotgun and your good of sawed off 12-gauge you'll be packin. plenty of fire power. Nothing warms the heart of a cold-blooded killer like hot lead.



# ts Raybaek Thine

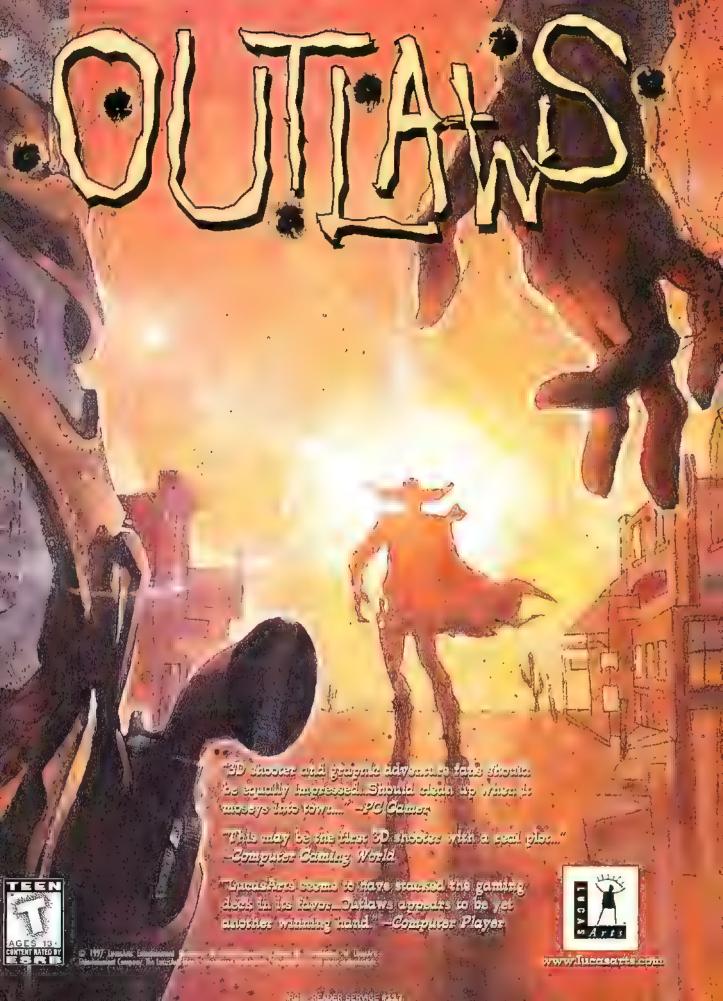
# ThreetGame Variations

- Spagnetti Western Shooter Bounty Hunter Action
- Multiplayer Shootouts

# Challenges the

as well the trigger finger Shooting the civilians may leave you swinging from a rope

Supports 2 to 8 players over modem network or Internet Form your own gang and hit the trail





# **Doomed Clone**

Psygnosis' PlayStation Port Is a Bad Mix of Doom and MechWarrior 2

by Thierry Nguyen

et another console
port strikes the PC
platform. Straight
from the Play
Station comes
KRAZY IVAN, a port
that can be best
described as yel
another clone.
And, like so many
samilar games, this is one clone

#### **ID4, RUSSIAN STYLE**

you won't want to play

KRAYY IVAN takes place in the year 2018, when the Earth is attacked by —you guessed it — menacing aliens. They've created gigantic energy fields in five locations around the world, and someone needs to dismantle these fields. Enter Krazy Ivan, a schizophrenic Russian soldier who happens to hallucmate about aliens on a daily basis

Your role as Krazy Ivan is to pilot the Steel Cossack power suit, a not-so-mighty 'Mech-type robot. Throughout the game, you will battle three to five Sentients (mini-bosses), before you walk up to the power generator and take it out as well. The game is a mix of DOOM-type action and MECHWARRIOR Z-type sim, as you roam around each level with DOOM-style controls, while also contending with MECHWARRIOR Z-like characteristics such as shield strength and overheating.

### FROM RUSSIA WITH LOVE

From the hammy acting and Boris and Natasha-style accents in the FMV intro to the actual game itself, tvan shows itself to be yet another Piaystation port that lost something in the journey to PC land. The terrain is bland, dotted with an occasional tree or shrub, and enemies always mysteriously appear out of thin air to harass you. You then have to wander around the level looking for



THE BIGGER THEY ARE... Here is a typical KRAZY IVAN moment, as you stare from your 'Mech-style HUO at a decent-looking enemy on the ultra-bland terrain

some Sentents to fight. If you dawdle too long (about three micrutes), the Black Knight—an uber-powersuit—will come by to harry you along on your mission. You'll have to get him out of your face and resume your hunt for the Sentients, or else he'll appear in another three minutes (every time you kill a Sentient, the timer resets). I can see the desire to add a sense of urgency to the game, but it's never successfully conveyed. This game is so simple, you can find each Sentient.

never successfully conveyed. This game is so simple, you can find each Sentient

The uner-powersult arrives after inwait out my time limit. For those tooking for 'Mass-type depth, there isn't any. Unlike in Michiwannon 2, shooting this guy in the legs makes no difference at all.

in under three minutes, so the Black Knight really never shows up, and even when he does, he's nothing but another annoying Sentient.

Enemies are standard texture-mapped, low-res fare. They're not too bad looking, and they sure look a lot better than the terrain, which is nothing more than a namble of badly-textured polygons. Even worse, it's the same bad looking jumble from level to

level; the only difference between Saudi Arabia and Russia is that Russia has green ground, while Saudi Arabia has brown. Also, the box claims that you fight in 25 levels, but actually, you fight 25 Sentients in a mere five worlds.

#### **KRAZY ENOUGH TO BUY?**

In the end, KRAZY IVAN is simply another bad action game port. It brings almost nothing new to the genre (except for maybe showing how not to attempt to meld genres), and in fact has some serious weaknesses that hinder it. At most, it will be bought, laughed at (because of its unintended B-movie value), and then forgotten. §

▶APPEAL: Action gamers who would like a little Doom/MccaWarron 2-type action (or just a good laugh).

PROS: Easy to get Into; hammy, yet amusing, FMV.

CONS: Bland terrain, lack of real depth, lots of brainless shooting, Black Knight threat not threatening enough.





Price: 534 99 (street price) Minimum System Requirements: Pentium 60 (P120 rec ominended), 16MB RAM 3MB hard drive space, SVGA Graphics 2x CD-ROM, Windows 95. Windows 95-compatible sound cards Multiplayer Support: Internet (1-2, 1 CD per player), LAN (1-2 One CD per player) Designer: Perfect Entertainment Publisher: Psygnosis Foster City CA (800) 438-7794 www.psygnosis.com Reader Service # 322



## The Fastast High-Speed, Internet-Direct Racing Cama on this Planet...or Any Other.



**GPLIT** 

....che most explosive, hyperatric, ricre-burning, futuristic game ever is driving evering edge technology as the outer limits:

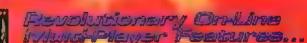
Incorporates state-of -the-ort MMX<sup>TM</sup> technology. Also runs on Pentium® processors with MMX<sup>TM</sup> technology and Pentium® processors 100 MHz and higher.

Neck-jerking speak...playable at up to 32 frames per second: (up to 60 fps with a 3-0 accelerator card)!

RHSWITH

16 tracks (plus new tracks downloadable over the Internet), variable damage control, customizable cars and three levels of difficulty.





Mix and Metch multi-player options with up to eight players (local area network: mailing; two computer direct link; sirest player connection over the internet; and two player split screen option).

Race others over the Internal, against highly advanced artificial intelligence, year own recorded "gheet" or semeson olda's.

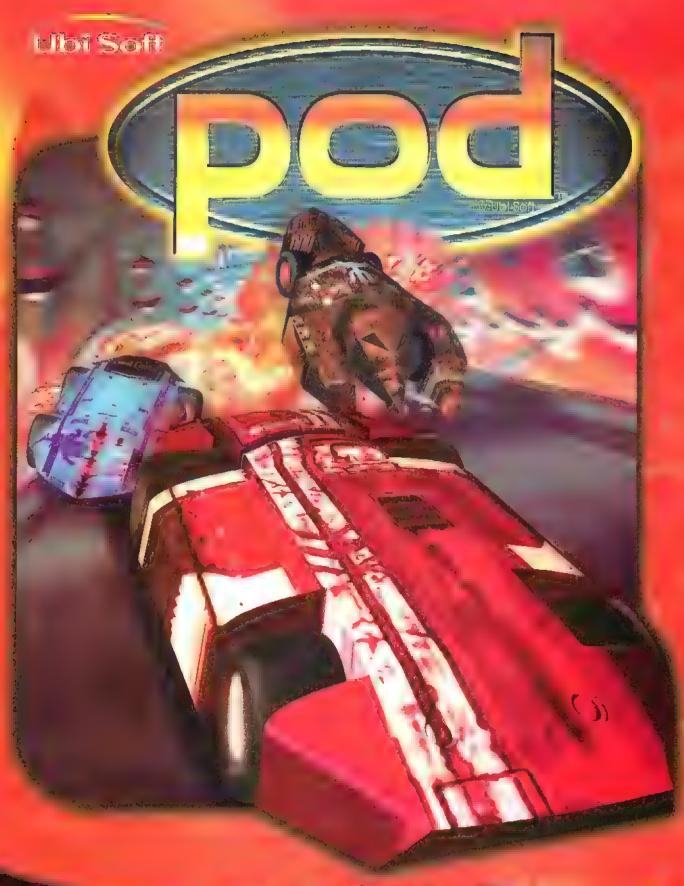
Pro-calculated position engineering reduces latency over the internet!

Becolutionary website includes player matching, chat cooms, ranking lists, downloadable end sploudable ghosts, tracks, cars....and more.

On the Street NOW!

Check Out the POD UNIVERSE for Amazing Contests, Turbo-Charged Shareware and More:

www.ubisoft.com





















## Game Holds Unsavory Surprises

by Charlotte Panther

rowing up in England, I spent many a summer staring dolefully out of the window, wondering if the rain would stop long enough for me to go outside. My frustration at being stuck indoors was somewhat appeased by the enjoyment I discovered playing Cluedo-or Clue to you Yanks. Having had a fine time with Hasbro's computer adaptations of SCRABBLE, MONOPOLY, and RISK, Lespected CLUE CD-ROM to provide me with a pleasant bit of nostalgia. Sadly, once you get past the opening full-motion video sequences, the experience proves even more frustrating than being stranded in the house on a rainy day.

idea is to search every room for clues. uncovering information that will automatically be recorded in your notehook Playing against other people, you may complete two actions per turn (move utlo a room, question a witness, and so point, and elick until you have enough information to make an accusation.

If you've played other detective/ adventure games, you'll find CLUE's interface run-of-the-mill. Once you enter a room, the first serious problem becomes apparent, Navigation is painfully slow. Moving within each room becomes a feat in itself Click away at the directional arrow, and

watch the sereen pan, slowly and jerkily revealing new sections of the room. For best performance results Hasbro suggests playing Cta T on a Pentium 75 I experienced severe speed deficiencies on my 190, so 1 reinstalled the game on a PI66 It ran a little

better but was still disappointing. The problem continues as you question suspeets. Click on a character and you'll experience a two or three second delay before anything happens. The atmospheric music, while adding to the general ambiance of the game, appears to contribute to the speed problem, and unfortunately there is no option to turn it off. Although you can customize your

> install depending on your available hard drive space, players adhering to Flasbro's minimum hardware requirements (486/66) and 2x CD), will nonetheless be greatly disappointed.

Despite these setbacks, I conbruced on the trail of the murderer. Then, for no apparent reason, the game locked up. Not one to be beaten, I started again and again...and again I tested the game on different PCs but it just kept locking up. My frustration

reached its peak when the program erashed just as I was trying to save my current game

So, is it worth persevering through these glitches? As a single-player detective game CLUE brings nothing new to the genre And, while up to six players can hotseat, the game does not have internet, LAN, or modern capabilities—a real



WHITE OUT How trustworthy is the late Mr. Body's faithful housekeeper, Mrs. White? Does anyone care, given the constant crashes?

have added some spice to this dull game. You can huddle a banch of friends around one computer for hotseat play, but you're better off playing the boardgame - it's a lot more fun. The game is designed to provide replay value → it has three different plots, each with four difficulty levels-but we have a feeling that if you make it through one game, you'll be too frustrated to care. &

> **FAPPEAL:** Steuths with the patience of a Saint.

PROS: Attractive FMV sequences.

shame, since an online chat feature could

>CONS: Constant crashes; goor performance (even on PCs way above

the recommended requirements); no modem, LAN, or Internet play. Turns a classic boardgame into a bad adventure game.





Once you're inside the mansion, the forth) Playing alone, you simply search,

Requirements: 486/66 (P75 recommended), BMB RAM (12MB for Win 95), 5MB hard drive space, 2x CD-ROM (4x recommended), SVGA Graphics (16 bit recommended), mouse; Sound Blastercompatible sound card. Multiplayer Support: Hotseat (1-8 players). Designer: 3T Productions Publisher: Hasbro Interactive Beverly, Massachusetts (508) 921-3700

www.hasbro.com

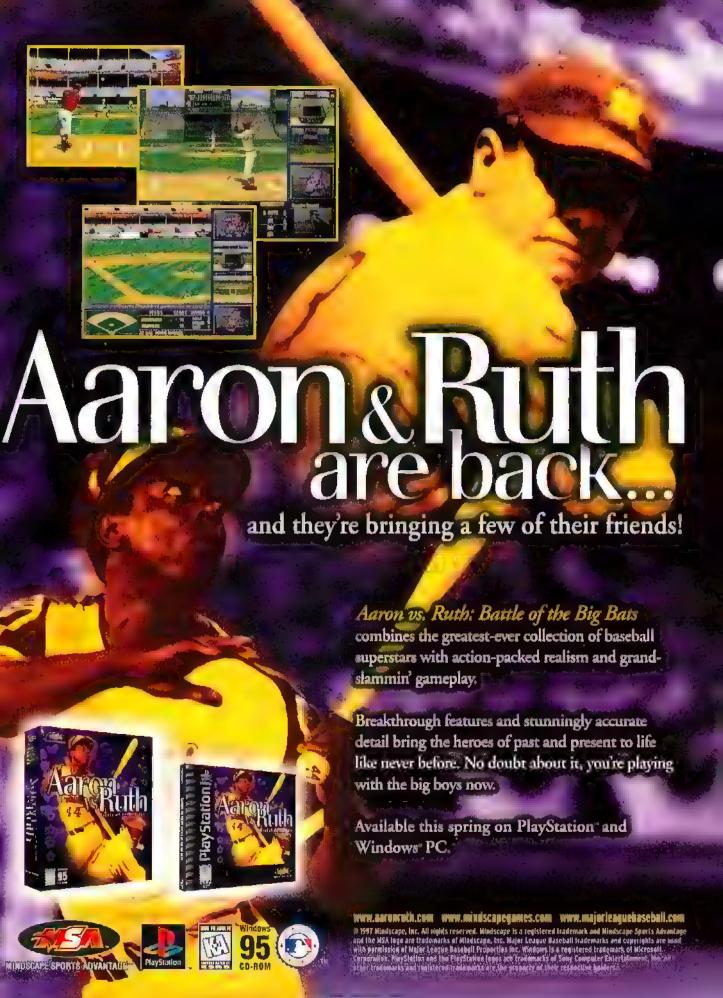
Reader Service #: 323

Price: \$39.99

Minimum System



ELEMENTARY, MY DEAR WATSON A detective's most important tool is his notebook.





## Playing the Numbers

PRO LEAGUE BASEBALL '97: Serious Fun for Hardball Stat-Heads

by Jim Gindin

aschall's numbers represent one of America's purest art forms. Batting averages, home runs, earned run averages, strikeouls, and on-hase percentages meld into a system simple enough to attract small children, yet elaborate in all its relationships. People

watch bookey, basketball, and football to see a sporting event. Baseball is more than that, it's a series of individual challenges that make up the framework of a season. The standings reflect the sport; the numbers underline individual achievements. Can Mark McGwire beat Roger Maris' 61-home run total? Can Greg Maddux finish with less than a 2.00 ERA, despite all the run-producing fireworks abundant to mid-90s baseball?

Dave Holt, founder of Micro Sports, is someone who loves those numbers as much as any statistical maven, and over the years, his PRO LEAGUE series of baseball smulations has allowed gamers to share in his love of the game. His latest work, PRO LEAGUE BASEBALL '97, Is another fine effort.

## SEASON'S GREETINGS

PRO LEACUE BASEBALL's strength lies in its ability to simulate huge quantities of baseball games in a very short amount of time. To enhance this effort, every Major League team from 1904–95 is part of the roster database. There's also a set schedule available for each season. On a P75, PRO LEACUE BASEBALL can simulate the 1934 season in less than three minutes. Only a couple of competitors even approach this speed, and they do so with much less accuracy.



THE RIGHT STUFF? Choose between five pitches to set your game in motion, and then let 'er rip. Once the bali is in play, the computer takes over.

In fact, I-loft's algorithms give PLB a raw simulation accuracy close to that of the leaders in the genre, DIAMOND MIND BASEBALL and STRAI-O-MATIC BASEBALL, PLB is actually a little better in some areas, such as being able to simulate unusual performances, If a hitter has a high walk total along with a very low number of strikeouts, PLB handles his performance far more accurately than the competition. The simulation is also better at dealing with the differences between older generations and today's players. Pitchers from the '30s completed a third of their games, while last year's barely completed one-tenth. PLB has little trouble working with either time period

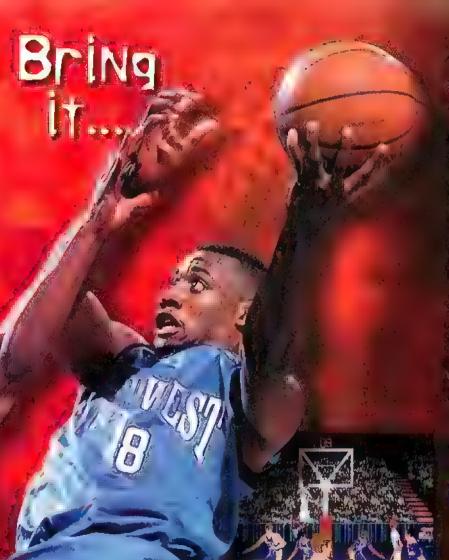
The simulation is a little less exact in other areas. Defense is handled in a more team-like manner, so putouts and assists are assigned after the simulation determines that an out has taken place. A good fielding team will perform much

better than a poor fielding team, but individual assist and putout totals won't reflect those abilities. Shortstops, second basemen, and center fielders don't make nearly as many plays as they do in real life. Even though the core of any defense is the range of these players, excellence in those positions does not translate into an excellent fielding team. As a result, a team can get away with playing Albert Belle at shortstop and not face much of a penalty (especially since suspensions for abusing fans were not built into the game)

PRO LEACH E BASEBALL also has a little trouble with extra base hits. Doubles and triples only appear at about 85 percent of their real-life rates, and home runs are a bit lower for the bottom-end players. This lowers league slugging percentage by about .020 and on-base percentage by about .010, and reduces offense a small amount from real life. It isn't, however, enough to ruin a good simulation.



Price: \$19.95 Minimum System Requirements: P60 (P100 recommended) 8MB RAM (16MB recommended), 32MB hard disk space. VGA/SVGA graphics, 2x CD-ROM DOS 6 0 or higher, mouse, supports Sound B aster-compatible sound cards. Multiplayer Support. hotseat (1-2 players), modem (1-2 players) Designer: Dave Holt Publisher: General Admission Gold Lancaster PA (800) 334-2722 www.mmi.com Reader Service #: 324



OVER 50 DUNK ANIMATIONS

MORE THAN 10 CAMERA ANGLES & DOZENS OF PLAY OPTIONS.

RUN-N-GUN WITH 1-4 PLAYERS ON PC, 1-8 PLAYERS ON PLAYSTATION.

CREATE & CUSTOMIZE YOUR OWN TEAMS.

OVER 64 TEAMS & STADIUMS TO CHOOSE FROM.

TCP 20 NATIONAL CHAMPIONSHIP TEAMS OF ALL-TIME.

PLAY CALLING ON THE FLY.

REAL STATS.

GET WIRED WITH ONE CLICK TO OUR WEBSITE.







THE DNLY HOOP GAME THAT FEELS AS GOOD AS IT LOOKS.



AVAILABLE IN MARCH















dunk

YOU

VELY MUCH

MAINDSCAPE SPORTS ADVANTAGE

Disest Music and Tipo, All rights reserved, All indicapte in a registered trainment and Mindecapte Shorts All and the MSA logo are trademarks of Mindecapte, I.c., The NCAA and Final Fourier rightsford trademarks of the Malional Collegista Athletic Association and are used under increase by Mindecapt, for Windows is a registered trademark of Mindecapt, for Windows is a registered trademark of Mindecapt for PlayStation and the PlayStation logo are trademarks of Sany Computer Entertainment Inc. All other trademarks and registered trademarks are the property of their respective holders.

## HIT AND RUN

Other than the unusual approach to defense, PRO LEAGUE BASERALL handles raw simulation as well as any stat-based game. Areade games like HARDBALL and TONY LARUSSA BASEBALL, aren't in the same ballpark, and despite its marketing, FRONT PAGE SPORTS. BASEBALL is less accurate than even the LARUSSA game,

The strength of the other stat-based games, however, isn't just in statistical accuracy. With DIAMOND MIND, STRATO-MATIC, and Lance Haffner's games, you're able to configure each team according to your likes and dislikes. You have a lot of control over pitching rotations, relief pitching roks, batting orders, and platoons.

That control really doesn't exist in PRO LEAGUE BASEHALL. You only have one tool available to modify a season regular starting rotation, but pitchers who started 15–25 games often end up throwing once every two weeks

For head-to-head games, PLB offers a graphic interface, complete with multi-screen representations of every Major League ballpark. Even the Polo Grounds, with its unusual dimensions, is available, although someone needs to tell the artists that the team from Washington was known as the Senators rather than the Redskins. The players are well detailed, including some neut extras like okl-style uniforms for the older teams and quite a bit of dirt-kicking and range of motion. The graphics, however, don't compete with the top areade games.

There's also an areade mode, though this isn't intended to rival the efforts of HARDRALL OF TONY LAROSSA BASISBALL. out of the strike zone, you'll miss the ball. Timing is a little more difficult because you have to watch both the bar and the zone, but after a short while, you'll be averaging one to two hits per inning.

## LEAGUE LEADER

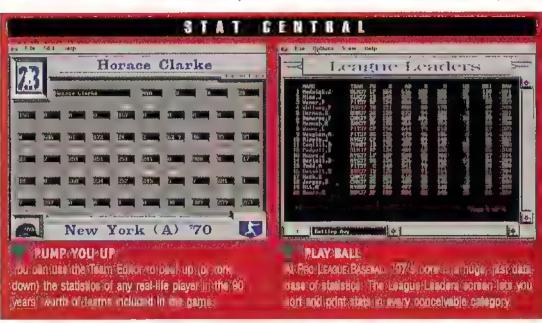
Overall, PRO LEAGUE BASEBALL '97 offers an interesting alternative to the statistic-based games, with more emphasis on user control, nice graphics, and speed. And I can't stress enough how nice it is to have every team from 1904–95 available for simulation.

However, the game is a little buggy. It often enables in league management mode and during player drafts when the pool is out of a particular type of player, and you may experience some trouble if you're using a Sound Blaster 16 card.

There's also a problem with end-game management of head-to-head games that carries over to the simulation. In one case, the run scored from what should have been a game-ending 10th-inning single was completely Ignored. Also, the losing pitcher will usually be incorrectly assigned if there was a pitching change in the middle of an inning when the lead min was scored

There's work to be done, but this effort is far, far better than the nutral 1994 release of PRO LEAGUE BASEBALL, which couldn't be recommend-

ed under any circumstances. And it's certainly enough to make me look forward to Holt's next effort, MICROLEAGUE BASEBALL 6.0, due later this spring. &



smadation; adjusting the number of games played at each position. If you want Belle to start half of Chicago's games at shortstop, you assign him 81 games played at that position. If you want Maddex to start one out of every five games Atlanta plays, assign him a 33 in the Cames Started category Relief pitching works in a similar manner, with closer situations allocated through a percentage of team saves a pitcher earned, and appearances allocated through a percentage of overall games pitched in relief. As a result, a pitcher who both starts and relieves will often appear as a reliever in one game, then a starter in the next game. There's an attempt to follow a On defense, you can position fielders and throw one of five pitches. Select the pitch, choose a location, and then try to time the release based on a moving color bar, like a golf swing meter. If you're close to the target line when you release the ball, it's always a strike. Even if you throw the same fastball to the same location for nine straight innings, the computer has a lot of trouble seoring runs. And, once a ball is hit, everything's automatic.

On offense, you control a similar color bar when the pitch appears. There's a small strike zone at the bottom of the screen that indicates where the pitch will end up. If you swing at a pitch in the strike zone, you will make contact. If it's

PAPPEAL: Statistical afficient on who want to play fast seasons without tweaking the fineups.

PROS: Excellent statistical accuracy, access to every Major League team from

arcade mode, crashes in other modes, lack of flexibility in season simulation.









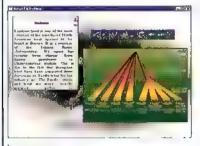
terra has proven that fishing simulations have become a lucrative gaming market with their best-selling TROPLY BASS series. Now Camelek adds an even more specialized outing, TEP ART OF PLY FISHING. One part interactive game and two parts reference guide, this peculiar little title offers its share of rewards, but you'll have to be a hard-core angler to be lured by

Created by Britain's Arc Development, this game is billed as "Volume

the game's bone-dry presentation.

April 100 March 100 March

CATCH OF THE DAY Beautiful backgrounds help distract players from overly simple game mechanics.



FISH SCHOOL. The online reference library contains almost everything you'd ever want to know about fish, except how to catch them.

One" in a senes. Whether we'll ever see subsequent volumes is a good question, though Forget those exciting scenes from A River Runs Through It—if this game were any more laid back, gamers would literally be sleeping with the fishes.

## HERE FISHY FISHY

It all begins promisingly enough. THE ART OF PLY PISHENG provides access to three of the best fly-fishing rivers and streams in Great Britain; the Test, Spey, and Blackwater. In practice mode, you have a choice of six fishing hotspots on each river, typically located at scente bends, where the current creates a series of shallows, ridges, and guilles. Most spots offer a choice of fishing posttions, either on the bank or in the shallows. Where you stand helps determine your angle to several unseen factors lurking below the surface, such as eddies, vegetation, and other underwater habitats. An overhead view gives a clear indication of fish locations and traps to avoid.

The strategies and mechanics of fly fishing are much different than lake fishing in terms of equipment choice and casting styles. Although the game box boasts "hundreds of tips and techniques," most have to be pieced together by the player, who must read between the lines of the detailed online reference library. The skimpy manual traipses through the basics of gameplay, but is woefully short on tips for improving your skills.

Casting is a simple matter of targeting a spot on the inver—either up or downstream—followed by a dubious three-step process of moving and clicking the mouse in time with a barstyle casting meter. It's easy to pick up, but has absolutely no correlation with the actual act of easting. Once in the water, you must wait for a fish to swim by and admire your lure. This action, viewed in a little pop-up window, requires that you press the mouse button to initiate a strike. Timing is critical. After too many finited strikes, the fish get wise to your game and find other spots to swim. If you do land a fish, you have to play with it by applying and releasing line tension, slowly reching it in close enough to net.

## SORRY, CHARLIE

Fishing spots are displayed as static, augmented by some nice spot unimation to suggest a flowing river. Other graphies are extremely simple (almost shareware quality). Options include choice of rod, line, and artificial flies (wet or dry). Fish alone or in competition with up to six computer-controlled or human anglers.

The only thing the manual and online reference guide do well is explain the significance of each lare. Otherwise, these guides are mostly a collection of superfluous information. You'll be hard-pressed to land any game-enhancing tips here

Overall, THE ART OF FLY FISHING is somewhat engaging, but it's held back by its dull interface and lack of useful instructions. This one is definitely catch-and-release.

## ▶APPEAL: Fly fishing fanatics.

PROS: Easy to learn, nice blend of high-res photography and spot animation, runs entirely from CD.

peons: This game's presentation is so dry, it makes Tapphy Bass look like Duake.





Price: \$50.00 Minimum System Requirements: 486 DX4 (P90 recommend) ed) BMB RAM (16MB recommended) 16MB swap file, SVGA graphics. 4x CD-ROM. Windows 95 or 3 1. mouse: supports Sound Blaster 16 com patible sound cards. Multiplayer Support: hotseat (1-6 players) Designer: Arc Development Publisher: Gametek Sausalito CA (415) 289 0220 www.gametek.com Reader Service #: 325



You're sitting at your desk. And you're bored. Bored, bored, bored. Now imagine you're sitting at your desk taking hairpin turns through dirt and mud. Massive bumps send you flying into orbit. And you better anticipate the next curve or you're gonna get to know the side of a mountain a little too well. Ahhh... there's nothing quite like the off-road racing experience of Sega Rally Championship for the PC. There's even head-to-head network play. So, c'mon, you get a little time off for lunch - go find some buddies and let them eat your dust.







Check out our demo at www sega.com/segapc

SEGA is registered in the U.S. Patent of Trademark Office, (grally impressive fluits), SEGA Entertransion, SEGA Ricing and Sega Rolly Championship are trademarks of SEGA.® 1996 SEGA. R.O. Box 8097. Redwood City, CA 94063. All rights reserved. Every single one of em. Order a game by calling 1.888-SEGA-SALES (or just call to say "fin." our operators love that



THULKITER/LPATE

## **Aces High**

The New King of WWI Games, if You Have the Hardware Horsepower

by Robin G. Kim

ark back to the dawn of military aviation — the war to end all wars. It was there, high above the battle-scarred fields of France, that the axioms of air combat were first conceived by resourceful men piloting fragile constructions of wood and fabric. Rowan Software and Empire Interactive take you back to this pioneering era with FINNIC CORPS, a simulation whose

PLYING CORPS, a simulation whose impressive realism and level of detail mark a clear break from the companies' previous arcade-like sim offerings.

Eight instant-action missions help you get up to speed for four lengthy campaigns, which are the main focus of the game. Mission types vary widely and incorporate a random factor that keeps you on your toes. Some campaigns put you in charge of managing an entire squadron and let you to decide the num-

ber and type of planes to take up, who will By in what formation, and the factics pilots will use If engaged. Of the 19 aircraft types represented in the game, the 6 you can pilot are the Ifrench Spad XIII and Nieuport 28, British SE5a and Sopwith Camel, and German Albatros DIII and Fokker Drf Tipplane

## **FLYING COLORS**

As squadron leader, you can have planes painted with unique designs to make identification easier—or just to show off your impeccable fashion sense. No matter how they're painted, the textured aircraft graphics are simply gorgeous. Surface detail is thankfully not shown for distant aircraft, resulting in sharp images that show a largets attitude at remarkably long ranges. PIMNG CORPS also uses tex



TANK BUSTING Ground attack missions offer a variety of target types, from ammo dumps to moving tanks and trucks.

ture mapping to good effect in rendering the subtly rolling French countryside. Roads, rivers, and other landmarks are shown in enough detail to enable visual navigation using the included paper maps, though an impenetrable haze restricts visibility to about 4km. While this distance is sufficient at low altitudes, the lack of a distinct horizon when higher

up can force you to use instruments just to keep straight and level.

Predictably, these eye-popping graphics do not come for free At 640x480 resolution, I had to turn down some detail

options to sustain 10 frames/second on my P5-166 running DOS; the Win 95 version included on the same CID runs even slower Fortunately, the game supports any VESA resolution your video BIOS is capable of, from 320x240 up to 1600x1200. Dropping down to 512x384 or 400x300 should allow most PCs to attain a reasonable frame rate. Direct 3D



Price. Wh 95 Minimani Requirements: 190 16MR A M MA MARG My Spile & CD मार्थ है। वह साम William 95 mare Multiplayer to e prieme and Ally ptome 1 for 20 97 (310) Designer - n Sulturate Publisher: Frome Interactive Ge inter MD (301) 915 9303 www.empire.us.com Reader Service # 326

## THE CAMPAIGNS

PLANNING Only
the Tank Battle
campalgn allows
you to alter your
flight plan and
choose targets.
The planning map
shows friendly
casualities and the
extent of the
enemy advance.

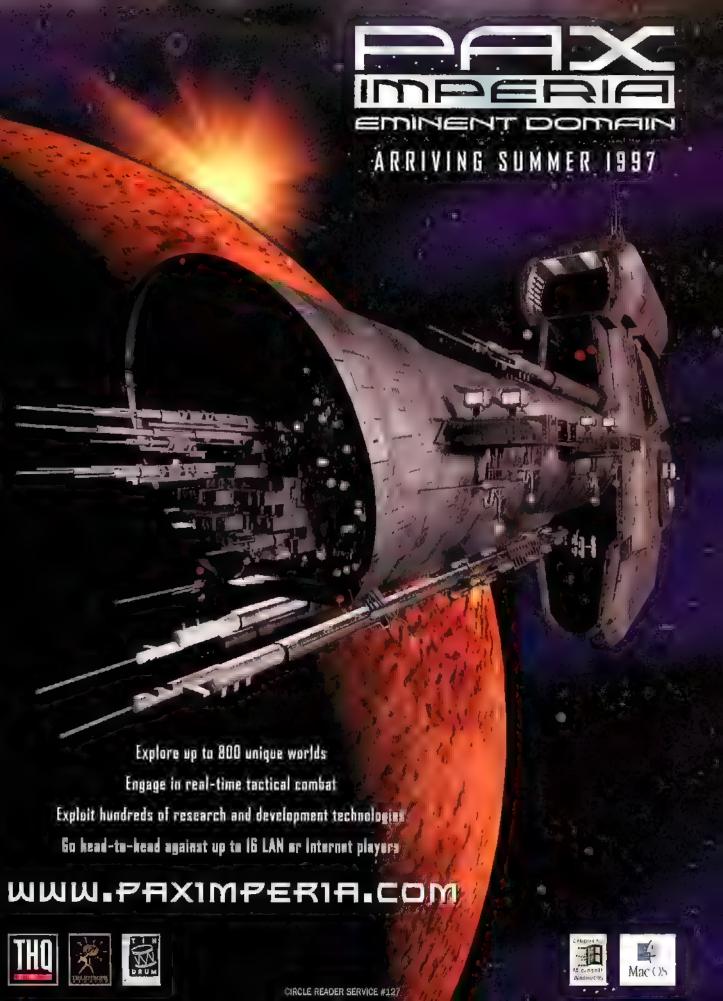


our late-war (1917-18) campaigns are included in Flywo Coers. Two have you flying for the German Air Service, one for the British Hoyal Flying Corps, and one for anewly formed American squadron.

beyond just the setting, available equipment, and uniform of the enemy; each also offers a unique combination of mission types and leadership responsibilities. This variety helps keep every new campalgnaturesh, improving long-term playability.

The 1918 Spring Offensive campaign

>>> Continued on pg 154





STATUS CHECK If your situational awareness needs a boost, a 1-3 line status panel can be brought up at the top of the screen, with each line showing a successively greater level of information.

support has been premised for owners of 3D accelerator cards, and may be avuilable in a patch by the time you read this.

In contrast to the excellent external graphics, the sim's cockpit view system is a disappointment. The only way to shift the view is to pair manually or to use one of several padlock modes which rotate to track objects automatically. Manual parining is less than effective because, depending on the panning speed you employ, it's either too slow to be useful in a fast-paced doglight or too fast to control. Also, it leaves a huge blind spot extending from straight above to chreetly behind the pilot; this greatly reduces situ-



AERIAL MELEES Dopfights can involve dozens of planes in a chaolic, swiming mass; mid-air collisions are as threatening as enemy bullets.

ational awareness. The padlock views are quirky, but would work well enough if they didn't suffer from a similar blind-spot problem. Empire has released an update that fixes the overly fast manual-parning mode and adds 14 fixed views, but it does nothing about the blind spots

## SNAP ROLLS AND MORE

One area that doesn't disappoint is the sim's exceptionally accurate flight model. Though options can be tweaked to tone things down for novices, hardcore sim pilots can treat themselves to a wide variety of realistic effects such as gyroscopic precession, adverse yaw, torque, and even snap rolls (rapid rolls

> that result when large elevator and rudder inputs cause one wing to stall white the other generates near-maximum hft)

Stall and overspeed buffeting contribute to an outstanding feeling of flight that varies convincingly from plane to plane. Handling remains believable even when an arcraft loses a wing or tall section to enemy fire—a common occurrence with the sim's detailed damage modeling.

Though some minor shortcomings do exist — planes sometimes get stuck in weird nosehigh attitudes if abused, and stress failures from excessive Cs are not modeled — the flight model is surely the best that has ever been seen in a prop-plane air combat simulation.

Another area where FLYING CORPS uses above the pack is its wonderfully immersive sound effects. Authentic digitized sam-

ples are used throughout, with elever stereo effects telling you which way to look to find the plane that just whizzed by or the tanks trundling along below. In-ftight music can be played, but it slows the game down and causes lockups on some machines.

## THE BELL CURVE

Computer pilots in FLYING CORPS vary widely in skill level. Novices

may panic and spin out of control when they see you, while more experienced adversaries coolly maneuver for advantage before engaging.

Your wingmen respond erratically to commands you issue, but that's understandable given that WWI scouts didn't carry radios. Very low-flying targets reveal the Al's biggest weakness: It's unable to attack such aircraft without inevitably augering in. Other than this one exploitable fault, computer pilots are fairly capable in both air-to-air and ground-attack roles. Those wanting to test their skills against human opponents will have to wait; a free Win 95-only multiplayer patch is still in the works

Despite its flaws, Finne Corps does an outstanding job of capturing the visceral up-close-and-personal flavor of WWI air combat. This, in combination with the game's depth of realism and mission variety, yields an impressive package that's almost sure to please sim fans who have hardware fast enough to run it.

CAPPEAL: WWI sim fans whose copies of Rep Banen are becoming threadbare. Pentium owners looking for a fun and realistic propplane sim that offers as much to experts as to novices.

PROS: Excellent flight model, good graphics and sound, a large variety of missions to fly, and plenty of gameplay tuning options.

PCOMS: Gamers must turn down resolution to achieve a good frame rate on today's PCs, clunky view system.



## THE CAMPAIGNS

DD Continued from pg 152

starts you out as a rookie RFC pilot during a major Germani ground offensive. The better you do, the faster you will be promoted to positions of leadership. All missions are chosen for you, but do vary slightly over multiple playings. Your squadron's cumulative performance with his amine the outcome of the battle.

Hat-in-the-Ring puts you in Eddia Rickenbacker's shoes as he strives to become America's Ace of Aces. Once promoted to squadron leader, you'll be able to choose among several mission types, such as balloon busting or escort duty.

As the Flying Circus campaign begins, Manfred von

Richthoren—the Infamous Red Baron—is away on leave after putting you this furnities Lothar, in charge of the elite lasta 11. Three mission choices are available for each fould

By far the most elaborate and difficult campaign of the bunch, Tank Battle forces you to consider strategy as well as tactics as you manage your squadron of German pilots in a delaying action against a determined British assault. Any ground units destroyed in one mission are gone for the duration, so the outcome of each sortie has an immediate and lasting effect on the course of the battle.

"We've got to hand it to Spacetec they've invented the...

## SpaceOrb 360: The Best, Most Gripping Way To Quake!"

- 600000000

"...the SpaceOrb
was the first
controller to
come here that
did not end up
in the wall."

AMERICAN MCGEE ID SOFTWARE, \_\_\_

SpaceOrb 360 Recorded Demos at www.spaceorb.com "The SpaceOrb will make you
SO good, everyone will hate you."
BRYAN DRU RIZZO, BOOT MAGAZINE

"...the movement is so smooth, precise and intuitive. The SpaceOrb 360 is the best game controller around for Descent and Quake."

ZOOBBAARR

"...my new SpaceOrb is incredibly SWERT.
It blows my Wingman Extreme out of the
water"
PAUL ADAMS

"...it's amazing how easy it is to dance around my opponents effortlessly, while sending loads of buckshots their way."

— RICH ARMSTRONG

"Great Product I can't play without it."

BRETT ALEXANDER

"...great stuff. It makes
Circle Strafing a breeze."

NEXT GENERATION MAGAZINE

intuitive controller ... the ONLY controller for 3D games. MATT PHEARS

...the motion is so fluid and real, I almost puked the first time I used it."

- Alan Hunter

"...the most amazing control device of any kind."

SJANTZ



## The SpaceOrb 360

The Weird-Looking Gizmo With A Ball

Unique Six Axis PowerSensor® Ball Technology Allows You To Strafe, Rotate Freelook and Create Complex Moves On Any Axis—Instantly!



Available in the Weird-Looking Green-Box at Major Computer and Game Retailers Everywhere. IN X-WING VS. TIE FIGHTER

YOU WILL BATTLE

HEAD-TO-HEAD AGAINST

AN ENEMY MORE RUTHLESS THAN

JABBA THE HUTT

AND MORE SINISTER THAN

DARTH VADER.

Today it's Floyd. Tomorrow, the greatest pilot in the Star Wars<sup>®</sup> universe could be a dentist in New Jersey. That's the beauty of X-Wing vs. TIE Fighter<sup>®</sup>. It allows you to engage in head-to-head combat against real people over modem, network and the internet. It's a real first, and it's in real time. The graphics have been galactically enhanced. The flight











engine is phenomenal. The new missions are masterstrokes of space mayhem. There's even single player campaigns for an all-new explosive experience. No wonder Computer Gaming World proclaims X-Wing vs. TIE Fighter "number one on every space sim-er's wish list." And if you don't believe them, just ask Floyd. http://www.lucasarts.com











10 1006 Execution List. All Physics Procured. Great Strates Authorizations. Stear Wass, X: Wing, THE Physics and the Executivity. In Experience Insignation and transformation of Executivity. And The American State Instruction States and States Instruction Stat



# Magic In The Fast Lane

Acclaim's Clumsy Battlemage Will Leave You With a Need for Less Speed

by Bob Proctor

ans of the card game
Magic: The
Cathering have been
waiting eagerly for a
computer version ever
since Microprose
announced it over two
years ago. After many
delays, it looked like it
would be out in time

for Christmas. Then Acelann appeared with their own MTC title and confused everyone Rumors and lawsuits flew, but the companies have since settled the confusion over their respective games. Amidst the legal entanglements,

games. Amost the legal changements, Acelaim has managed to ship their MAGIC game first. So while we'll have to wait a few more weeks for MicroProse's version of Magic, we can at least try out Acelaim's more loose translation, MAGIC THE CAUTHERING, BAPTLE MAGE

BATTLEMAGE is not the eard game —
it is a real-time strategy game using the
Magic system for combat, with some
role-playing elements added for good
measure. All direls are done in realtime — which would seem to eliminate
the complex timing issues that make the
card game so complicated for beginners
Sounds like a great concept to me!

Sadly, the execution falls short. It fails in only one area, but that area is the heart of the game: the duel. The problems stem from a weak user interface and from a clock set so fast that it's hard to know what's happening. Every player I've talked to find the same first experience. They frantically tap the keys and click the mouse and their commands execute slowly or not at all. By the time they manage to summon one creature, the enemy has five or six on the attack.



WHAT'S UP, TEFER1? In the campaign, you'll meet other wizards. Depending on your attitude—which shouldn't always be nice—you could be gifted with some new spells.

SAY THREE NICE THINGS...

And yet, if you persevere, the game is not so bad. There is even a lot to like. The strategy game is simple and intuitive: You're striving for control over the continent of Corondor The game is divided into 31 lands. Each player starts with control of a single land, and you attempt to spread your control over neighboring lands, which are populated by characters and creatures straight out of the cards. You can trade insults with an ogress, befriend an elf, or get the scavenging folk to do your laundry. The point of these encounters is to acquire new spells to make you a more powerful wizard. Success comes from being nice, pitiful, mean, and aweinspiring at the right times. You will

eventually enter a

land already con-

trolled by another wizard and the dueling will begin

The artists and programmers did a spectacular job on the BATTLEMACE graphics. The screens are filled with rich textures and sparkling gems, each land is represented by an absolutely gorgeous picture, and the animation of wizards and creatures is clever and enormously varied. Grazdy bears rear up on their hind legs to fight, goblins swing their swords, the lightning bolt cloud slowly drifts over the vig-

tim before zapping him. Unfortunately, about the only time you can savor these gems is when you're waiting for that mammouth to trample the life out of you



Price: \$59.95 Minimum System Requirements: P75, (P90 recommended), 16MB RAM, 90MB hard drive space, 2x CD-ROM drive, Windows 95, 2MB DirectX compatible PCI video card, mouse Multiplayer Support: Modem (1-2), IPX LAN (1-4) Designers: Realtime Productions Publisher: Acclaim Entertainment Inc. Glen Cove, NY www.acclarmnation.com Reader Service #: 327



## Master the unknown before it masters you.

"The eagerly avaited sequel to one of the most popular space-conquest games of all time,"

COMPUTER PLAYER

"...the ultimate game of galactic conquest?"

Computer Caming Works

## MASTER OF ORIONII EATTE AT ANTARES







In your strategic quest for galactic supremacy, the Antarans eagefly await to exact their vengeance.

Play it solitaire. Play it with friends over a network. Play a hot-seat game or via modem. Just play it.

Wisht your local retailer or call 24 hours 1-800-695-GAME (U.S. and Canada).

MICE PROS



Available on FC/Windows 95 CD-HOM

© 1896 MicroPress Selvenes, Inc., MASYEK OF ORION and BAYTLE AV-ANTARES are Inademarks and MICROPROSE is a registered Inademark of MicroPress Selvener, Inc., 40 other bademarks are the property CLINet uspective holders. Call 1-800-771-3772 for information on Game Rabers.

## Where is This Gathering, Anyway?

hen Magic: The Gathering hat the shelves in the summer of 1993, it was the first collectible card game (CCG) and it remains, after three years, the most popular. The concept of a CCG was so successful that there are now dozens on the market.

In Magic, each card represents either a spell or a land (lands provide the points of mana that power the spells). There are five colors of magic and each has a certain flavor: Red does direct damage, green gives fast mana, blue counters your opponent's spells, black brings dead creatures back to life, and white is for healing and protection. Each player is a wizard who assembles a deck of 60 cards from the over 2000 available and challenges another

wizard to a due. Both wizards start with 20 points of life and the most basic way to win is to reduce your opponent to zero life.

What makes most CCGs different from other card games is the concept of deck design. Each duel has elements of luck (created by shuffling the cards), but a player can greatly influence chance by choosing which spells to include and which to leave out. Adding copies of a key spell greatly increases the odds of drawing it; leaving out spells that don't support your strategy is just as important. Different themes and strategies for winning are possible and the combinations of all these different decks give enormous variety. New cards come along three or four times a year so the process of discovering new combinations never stops.



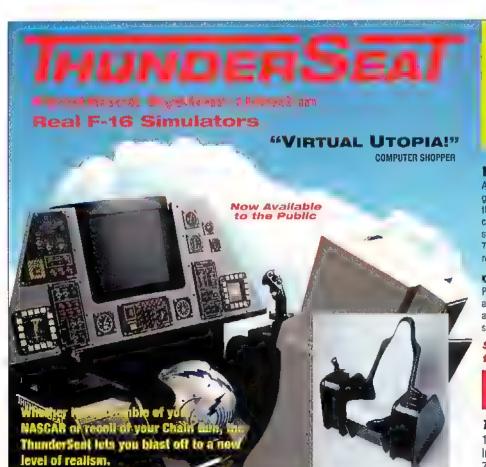
DUEL TO THE DEATH Here is a typical game where you duel with other wizards. The excessively fast pace and some interface problems keep this game from being fun.

to the top of the pile before you can east it So, you spend another great number of keystrokes cycling eards.

Timing problems cause even more confusion. There's an enormous frony in this because timing is the source of 90 percent of the questions and confusion in the earligance. In realtime, if I'm quicker on the thin than you are, my spell resolves first No more taking turns. In M.TG, spells are east as a reaction. Your opponent tries to attack with a lion, you paralyze the lion.

## ...BEFORE SAYING ANYTHING CRITICAL

Ducis are conducted on a map of one of the lands, viewed from overhead. The two wrands are never on the screen at the same time, and this means you have to constantly jump back and forth to see each one. One keystroke (W) does it, but if both wizards were onscreen at the same time, it would climinate this bassle. Another problem with the layout is that you can only see your top eard. You have to move each eard



"A DOUBLE MUST-HAVE. Anyone who plays computer games will want this AMAZING CHAIR!"

Marc Spiwak
POPULAR ELECTRONICS

"I could actually FEEL the punch of the afterburner!"

Ed Dille, ELECTRONIC GAMES

## HOW IT WORKS

A 100 watt subwoofer built into the base generates low frequency sound that resonates through the wave chamber hidden inside the chair. Thus you not only hear but FEEL your simulation. Paired with your amplifier, the ThunderSeat makes your favorate flight sim as realistic as it can be without a motion simulator?

## OPTIONAL SIDE CONSOLUT

Put your favorite joystick controls and mouse at a convenient position. Add a keyboard holder and you have the perfect setup for both flight simulation and office work.

Shake Rattle and Roll for as little as \$159.95l

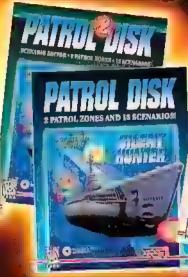
For a FREE CATALOGUE CALL

## ThunderSeat Technologies

17835 Sky Park Circle - Suite C Irvine, CA 92614-6106 714 - 851-1230 Fax: 714 - 851-1185

# Get Militarian Upulia for







## Battlefield Expansion Disks From SSI.

CAMPAIGN DISK for use with STEEL PANTERS" II.

This disk comes loaded with 30 scenarios and 3 campaigns: Korea 1998, BATTLE FOR THE LOW COUNTRIES & DRIVE INTO THE RHINELAND.

DOS CD-ROM

CAMPAIGN DISKS for use with STEEL PANTHERS

Disk #1 features 35
scenarios and 3 campaigns:
BATTLE FOR NORTH AFRICA,
OPERATION BARBAROSSA &
PATTON'S 3RD ARMY:

Disk #2 adds 40 scenarios plus 3 more campaigns: Drive to Berlin 1943-45, RISING SUN 1938-44 & PANZER COMMAND 1939-45. PATROL DISKS for use with SILENT HUNTER.

Disk #1 features 15 scenarios and 2 patrol zones: Sulu Sea & Malaysia.

Disk #2 adds a powerful Scenario Editor, 15 scenarios plus 2 more patrol zones; VIETNAM & HONG KONG CAMPAIGN DISK for use with AGE OF RIFLES.

This disk is packed with 30 scenarios and 3 campaigns: The British COLONIAL INDIAN MUTINY, THE WARS OF ITALIAN UNIFICATION & HOOD'S DRIVE NORTH.

AGE OF NIFLES, BALENT HANTER and STEEL PARTHERS are leadermarks of Strategic Simulations. Inc., C1 1807 Strategic Simulations. Inc., a Manhood Company. All rights reported.



For exclusive use with these award-winning wargames from SSI:







A HENRISCAPE\* COMPANY





# COMPUTE AMING WORL Computer Game Magazine

Go Online Meet New People,

and Fill Them With Lead in Domark, ICI's Air Combat Arena

Sports Game Alf-Stars
We Pick the Best in
Football, Basketball,
Baseball & Hockey

- PLAY to win.
- SUBSCRIBE to save.

Here's the move that'll blow'em away:

## Call 1-800-827-4450

And grab the rock-bottom rate other gamers would virtually die for!



LORD OF THE PIT Sattlemage does have an archive where you can learn about all the cards, such as this Lord of the Pit card, but you can't refer to it when you're in gamaplay

She tries to fireball you, you counterspell the fireball. These reactions make the game much more interesting than just a race to get out the biggest or the most creatures. When you try to react in BALTI EMAGE, though, you discover that you don't know when to east your spells. The computer announces spells after they are successfully east, but by the time you hear that cue, it's already too late to counter. Your hands are already full trying

to cycle through cards and creatures, There just isn't enough time to watch your opponent too

Although both players are easting simultaneously, BATTLEMACE still has a limited version of turns. They are 10–15 seconds long and act as a restraint on actions which can only be done once per turn in the eard game, like playing a land or attacking. When you play a land, the rest of the lands in your hand go dim and you can't play any more until the

time limit clapses. One thing that would help this game a lot is a variable speed clock. A slower clock (longer turns) would make the game much easier for novices. The current setting seems to be too fast for normal people to play—it is often impossible to perform all legal actions within the time span of a single turn. But the computer, with reflexes measured in nanoseconds, doesn't seem to have trouble reacting to your spells.

## A LACK OF MAGIC

One final frustration comes from the poor feedback you get after a duel—all you know is whether you have won or lost. In the eampaiga game, you start with about 40 eards, and if you lose some to a third or another magician, you will run out of eards and lose queckly, even with 15 or 20 life left. Magic players may notice the lost eards, but there isn't a clue to help you if you don't know what to look for

While veteran Magic players might want to sample Acclaim's offering, most of its will want to wait to see if Micro-Prose does a better job with their title. §

PAPPEAL: M:TG fans who like real-time action.

▶PROS: Beautiful graphics, clever animation, good overall concept.

PCONS: Clumsy interface and lack of time during turns lead to a high level of frustration, no variable speed clock.



## ARE STRATEGY GAMES TOO CIVILIZED?

## IMPERALISM.

COMING THIS FALL



MINDSCAPS COMPANY

IMPERIALISM is a trademark of Birstogic Simulations, Inc. @1897 Strategic Simulations, Inc. a MiHGSCAPE Company. All rights reserved.

CIRCLE READER SERVICE #235

## YOU'RE AN ALIEN.



## GET USED TO IT.



The intensity of Conquest Earth will have you using the littst-ever "direct-control" feature which allows you to Jump right in and go head-to-head against your opponents

Once your position is discovered, you'll won! to go undercover using the blackness of right as your cloak







## Taking It to the M.A.X.

Can M.A.X. Bridge the Gap Between Real-Time and Turn-Based Games?

by Patrick C. Miller

nterplay is stepping into the arena of turn-based and real-time strategy games with MAX, a sci-fl strategy game of inter-planetary exploration, conquest, and colonization. But this game has a new twist: it gives players the option of using either simultaneous turns or the traditional turn-based system. Although MAX

(MECHANIZED ASSAULT AND EXPLORATION) falls short of its fofty ideal of offening a choice of good turn-based body. As commander of a mechanized army, you must establish colonies on faroff planets while defending your chains against other human clans. The game's victory conditions depend on establishing ecospheres (domed facilities that house your clans population). Therefore, building friendly ecospheres and climinating the enemy's is your primary objective

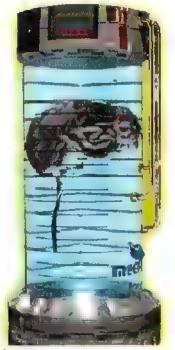


The game's intuitive point-and-click interface is outstanding, providing

instant access to a wealth of information, ranging from the status of individual units to total resource utaization and overall victory conditions. This is good because the mannal is not as complete. as it should be (for example, it falls to explain the difference between placing a unit in sentry, manual, or attack modes). At least the game's tutorial secnarios are useful; they give a step-by-step introduction to the

game's basic features, as well as its more complex aspects.

The SVGA graphics are playable under DOS or Windows 95, and are well done. Plus, the sound effects are some of the best I've heard in a game of this type. The obligatory cut-scenes during the campaign game are excellent, but the maps are something of a disappointment. They use a square grid and, for the most part, are flat and featureless.



your brain has been removed from your body and placed in a robot in these battles, flesh is a liability.

Terrain is either blocked or unblocked and there are no differences in elevation A wide range of zoom options is available for viewing the maps. The only glaring omission from the game is a scenario editor for players to create their own maps and missions.

## TOYS A PLENTY

By far, the best part of MAX, is the 50-plus units available for construction and destruction. Air units include fighters, hombers, framsports, and radar surveillance arreraft. Ground forces include tanks, scout vehicles, rocket launchers, assault guns, armored personnel carriers, asti-aircraft vehicles, and mines. Infantry includes conventional anti-tank troops and stealthy infiltrators, the latter of which are capable of penetrating enemy defenses to disable and steal weaponry.

At sea, there are escorts, corvettes, gunboats, submarines, missile crusers, transports, mine layers, and mines. Engineers and constructors build the facilities necessary to create and sustain your war machine. Buildings include power plants, storage units, mines, factones, docks, hangers, and depots. Also available are facilities for living, training, and research. Bases can be protected with walls and static defensive weapons. Repair and supply vehicles provide



Price: \$54.95 Minimum System Requirements: 486/66 (Pentium recommended), 8MB RAM (16MB recommended) 22MB hard disk space (64MB recommended), SVGA graphics, 2x CD-ROM (4x recommended) DOS 5.0 or higher (Windows 95 compatible), mouse, supports Sound Blaster-compatible sound cards. Multiplayer Support: Hotseat (1-4), Direct Connect (1-2), Modem (1-2), LAN (1-4) Designers: Ali Atabek Paul Kellner, Gus

Smedstad

Irvine, CA

(714) 553-6678

Publisher: Interplay

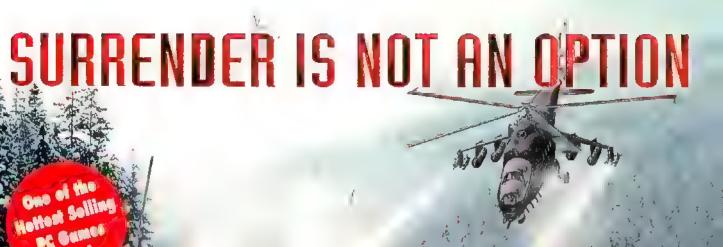
www.interplay.com Reader Service #: 328



KISS 'EM GOODBYE The best tactics use the strengths of all your units. Here, infiltrators disable an enemy anti-aircraft unit, making it an easy target for scoul vehicles. Airstrikes will follow shortly.

or real-time play, it still offers an uncommonly high quality game with excellent gameplay, challenging artificial intelligence, and considerable depth, variety, and replay value.

The player steps into the role of a MAX, commander at a time in the future when machines do most of the lighting. To survive the rigors of hyperspace travel, your human brain has been removed, piekled, and placed in a robotic









Available Now for Windows 95 & DOS CD-ROM



"The real deal in real time." —CGW

"C&C is back, higger and hudder than ever." —PC Gamer U.S.

"Dan't expect much after you! this one." —PC W.



"Red Alert has set a standard by which other strategy games are now judged." Happy Puppy

"One of the best year II find in the world of PC games" —Gamespot



Americanism in the country of gamerica

RT RETAILERS EVERYWHERD OR CALL | HDD 874-4607

Mestimoda

Command & Command A Comman



GOLD STANDARD Gold must be discovered mined, and refined before it can be used to upgrade your units. Though expensive, those upgrades are vital to victory.

PLANE AND SIMPLE M.A.X. has a very friendly interface. To get the low-down on any friendly or enemy unit, right click for a unit status screen

MAXIMUM APPEAL

logistical support in the field. Specialized units include long-range mobile scanners and surveyors. These locate the gold, fuel, and raw materials needed to create, repair, power, and upgrade units.

customized battles, selecting from four different planets with six maps per planet. In these battles, you can choose to play against 1-3 opponents You start from scratch, with the bare essentials,

> and build your way up. In the preset battles, the game's Al, which can be set to six degrees of diffi culty, provides worthy opposition. M.A.X. supports head-to-head play via modern and over a LAN (up to four players).

The choice of whether to play simultaneous turns or the more traditional sequential turns is a personal one. Against the computer, I found simultaneous play to be more than a little fristrating Consider that the player must survey for minerals, adocate resources, build new facilities, repair and resupply mats, manu-

facture new units and upgrade old ones, give standing orders, conduct fire, and maneuver during combat - all while keeping an eye on what the opposition is duing. There's simply too much for one person to do when facing a computer opponent who can accomplish these tasks in nanoseconds.

Inevitably, I would run out of time to do everything I wanted or forget to perform some key action that would cost me deady. Only when I opted for turnbased play with no time limits did I really begin to appreciate M.A.X.'s Al and marvel at its tremendous depth and variety. In time, I might enjoy the challenge of simultaneous turns, but for now, even as a player who normally enjoys real-time games, I found them too intimidating.

Can MAX lure turn-based gamers into the real-time world? Probably not Instead, MAX is essentially a turn-based game with a good turn design for multiplayer garning. With simultaneous turns, M.A.X. avoids the common pitfall of mulliplayer him-based games: requiring players to wait for each other to finish their moves. Simultaneous turns andoubtedly make more sense for multiplayer games than they do for solitary play

Because MAX offers a turn-based option, turn-based gaming fans can always fall back on that style of play. The larger question is if real-time gamers will find the optional simultaneous turn systern an acceptable substitute for true realtime play That's hard to say The bottom. line is that anyone who emoys the intellectual challenge of a good strategy game will appreciate MAX's depth, complexity, variability, and successful integration of resource management with strategic planning and tactical warfare. %

>APPEAL: War and strategy gamers who don't mind adding some micro-management to their mechanized mayhem.

▶PROS: Great sound, nice graphics, exceptional interface, strong Al. multi-player capabilities, and a huge variety of units and facilities add un to an engrossing gaming experience.

**COMS: Simultaneous turns over-**

whelming, micromanagement may put off some gamers. Incomplete manual, no scenario editor, and no terrain features.



## Makinu M.A.X. Better

s is the case with most new games, the initial version of M A X contained a few bugs. The most notable problems were with the Matrox Mystique video card and connection failures during network and modern play. There was also a glitch that froze the timer at the end of a turn. To its credit, Interplay quickly released a patch that fixed these problems and updates the game to version 1.03.

Gamers' complaints about the Al's lack of aggressiveness in custom scenanos is also being addressed. By the time you read this, interplay should have released version 1 04 which will solve the Al problem and add-tional gameplay issues

> Units are rated for attack, defense, weapon range, spotting range, ammuni tion, movement, and rate of fire. By mining gold and conducting research, unit apgrades can be purchased to improve these characteristics. For example, if you find that your tanks are too easily destroyed, you can significantly upgrade their defensive value. With enough R&D and money, you can make your scouts see further and your artillery shoot longer distances. If you get too far belund the technology curve, you'll usually find that unit quantity comes in second best to quality.

## MAKE WAR, NOT LOVE

Three styles of play are available. In addition to the 15 training scenarios. there are 24 inclividual scenarios and a linear campaign. Players can also create

**MAY** 1997

## All the legendary games, all the magnificent stories...















EYE OF THE















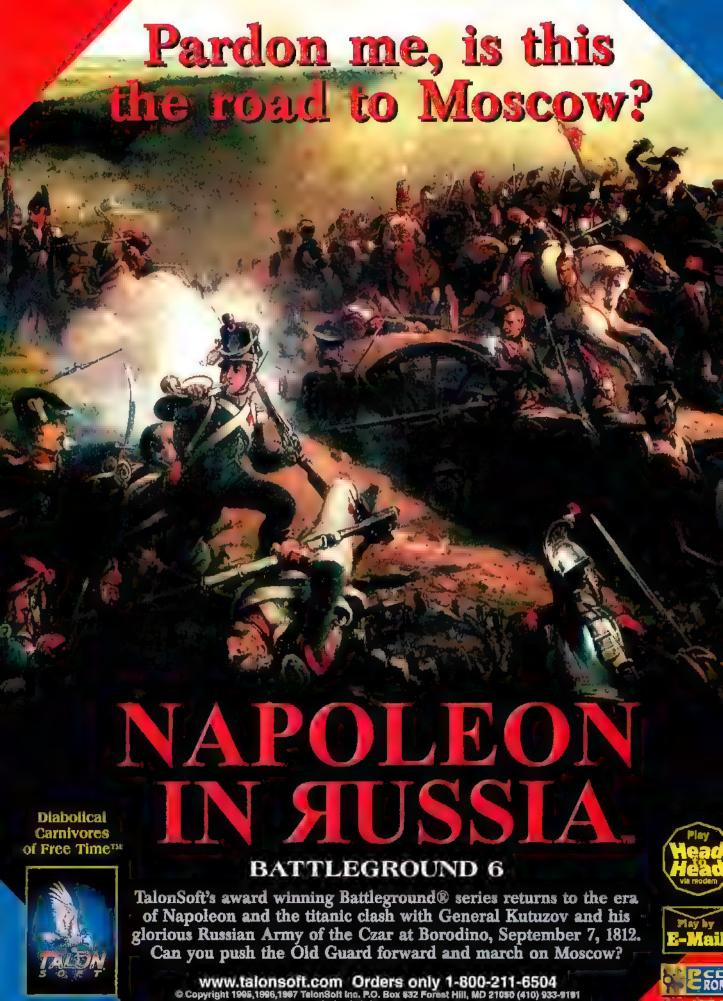
atroducing The EORGOTTEN REALMS. Archives the ultimate ADVANCED DUNGEONS & DRAGONS PC game collection. Twelve of the greatest cole playing fantasy adventures ever ereated are gathered together in one incredible boxed set. Bach exciting adventure takes you deep into

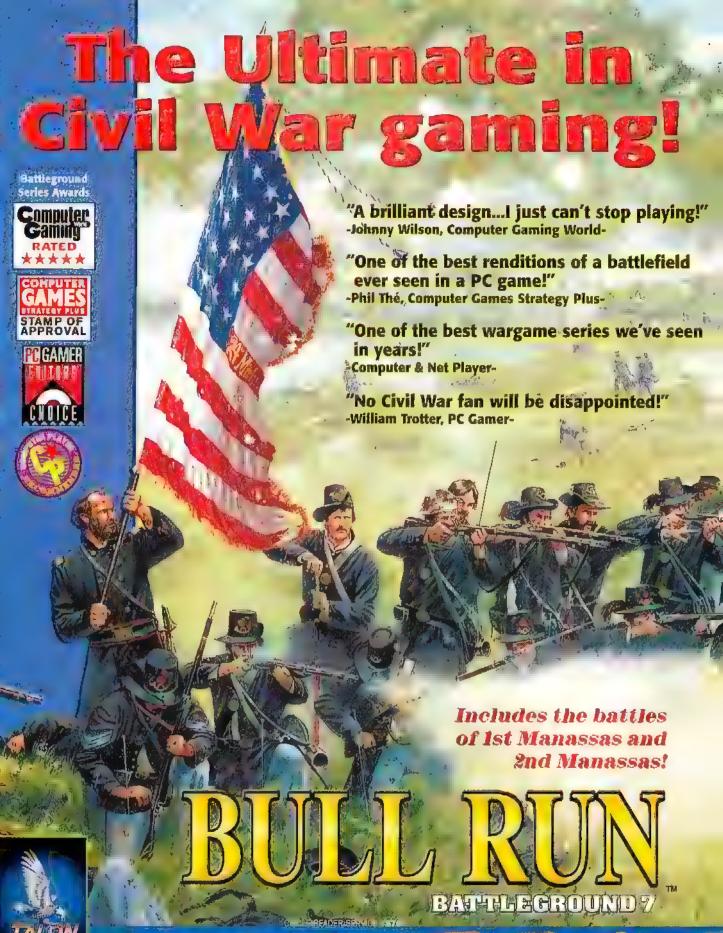
the magical and mystical world of the FORGOTTEN REALMS. the most popular of the AD&D® worlds. Whether you are a diehard AD&D® enthusiast, or a newcomer looking to begin your first-adventure, this compilation set is sure to become a collector's item and pravide months of antertainment value.

## Dungeons & Dragons









Available at fine Software retailers Worldwide To order direct call 1-800-211-6504 (orders only please) or visit our web site at www.talonsoft.com











## Command & Conquer Gold Edition for Windows® 95!

ALL-NEW GOLD EDITION FEATURES

Super VGA Graphics intensify realism and excitement

Internet Head-to-Head play

Play against competitors across the world with Westwood Chat\*

New Command & Conquer Theme Pack includes screen savers, icons and desktop patterns



invalidate at retailors everywhere or call 1-00-074-4607 \* Augusta existing (Alamai accom Westwood.com

Concerned & Consport is a registered trademark of Washwood Studies, Inc. All rights reserved. Windows 95 is a registered and and add at the Constitution of the Consti



## **Throne of Stars**

SegaSoft Boldly Challenges Master of Orion II for the Spaceploitation Crown

by Martin E. Cirulis

n the past six months there has been a renaissance in sci-fi strategy gaming. After nearly a two-year dry spell, during which we were offered only the weakest of games, spaceplotation is suddenly fashionable again — with nearly 10 titles released in the past eight months. Leading the pack is undoubtedly MOO II, but some think that the crew at Sim'lex didn't do quite enough with their flashy sequel...and so, despite the embarrass-

ment of sci-fi riches, there is still a quiet

yearning for a truly epic sel-fl strategy

game that delivers complexity and

playability in one great package.

THOU SHALT NOT RESEARCH The Church is a powerful influence that controls what you can and cannot learn. Research forbidden technology, and your scientists in ght get visited by the clergy.

"Despite the fact that I wouldn't recommend this to a single player without some serious patches to the AI and processor routines, I can't help liking EFS as a multiplayer game."

Price, \$49.99 Minimum System Requirements: 486DX/66, 16M8 Memory 40MB hard drive space, 2x CD-ROM Windows 95. directX-compatible video and sound cards. Multiplayer Support. Hotseat (1-5), Play-byemail (1-5) Designer: Holistic Design Publisher SegaSoft San Francisco, CA (888) SEGASOFT www.segasoft.com Reader Service #: 329 Oddly enough, it's a company with the name Sega in the title that has delivered a possible underdog challenger to the MOO dynasty, giving us a moody, stylized space-photation game with a monthful for a title PADER OR OF THE PADER OF SEAS (E.E.S.).

Once thooked inside this game Trealized.

MULTI VS. SOLO PLAY EMPEROR OF THE FADING Suns suffers some acute problems in single-player mode, and is best only as a multiplayer game.

that there might be good reason for the brez surrounding it, especially since it conbodies much of what I like to see an an ser-figame. EFS is a successful design (no doubt owing much to I folistic's previous quirky bit MERCHANT PRINCT

MACHIWELLI), and its preouse is actually

based upon interesting source material (instead of the dubious writing talents of overworked programmers). In this case, the computer game is based upon the gothic sci-fi RPC of the same title. Unfortunately, despite all the promise and reputation, spending a long time with this game will reveal a couple of big enicks in the gern.

## DARK SUNS, DARK AGES

EFS is undoubtedly the most stylish game to come out of the new spaceploitation boom. It takes place in a future where humanity has fallen back into repressive religious, monarchy, and barbarism. Your job isn't so much exploring brave new worlds, but exploring old ones, bringing them back into the fold, and uniting them under your leadership until you can declare yourself emperor. Opposing your plans are four other noble houses (with much the same agenda) and the Holy Church, which has its own ideas about what technologies humanity should be using. Alien threats also loom: These include a matimit race called the Symbiots, who are bent on swallowing everything in sight, and the Vau, who are peaceful - until annoyed, that is.

Where some games decide to abstract ground combat in favor of space battles, or vice-versa, EE'S covers both in a satisfying, if not exactly flashy, way. Players must build starships of various kinds to extend their will, but where games like MOO II treat planets as if they were single cities, EE'S turns each of the 35 worlds in your little chunk of the galaxy into a virtual game of EMPIRE in and of itself. Worlds are entirely fleshed out, with separate cities that have single

# Twinkle twinkle little star...



thesis from the exercises by DUKE HUKEM 3D cames a already animal of the

DISTY OF DIVINE MICHAELDS STATE OF THE MALE OF THE FACTOR OF THE COMMON SOME

PEED-RUM

in the cranium so very far.

SHADDW



WARRIOR



CIRCLE READER SERVICE #365



MANAGEM AND ADDRESS OF THE PARTY OF THE PART



OT lateractive Satissara

www.glinfunctive.com/

Shadow Warrior® © 1997 30 Realine Enjetishment, Inc. All rights reserved. Published and distributed by GT Interactive Soliware Corp.

TONIN and the TENIN localize and leading the All other trademarks are the proceeding Companies.



WHAT DO YOU WANT? FADING SUNS' expansive gameplay includes a detailed model of political inlingue for dealing with other noble houses, aliens, and the ever-present Church.



STACKED Combat in EFS is resolved on the strategic level, but many factors go into deckling the outcome.

functions such as producing raw materials, constructing units, or researching forgotten technology. Termin ranges from deserts to fundra to mountains, and everything in between — even ocean-based naval combat — is represented

Combat itself is a relatively simple matter, and very much a traditional boardgaming affair, where units stacked together in a single hex attack other stacks. Not much effort is wasted on pretty graphics or cool animation. In fact, this game is downight primitive by todays SVCA standards. Instead, all the effort has been put into creating a buge collection of different land, sea, air, and space units; all with their own strengths and weaknesses. Combined arms is a complex reality in this game.

But despite all of these drawbacks, the one thing that EFS provides which nobody else even comes close to providing is an intricate and interesting political game. Since the five major houses are vying for control of the tattered remains

of an Empire, there is already a power structure in place, and players must cast their ballots every few years to decide who will be Regent for the next period. As Regent, you have the enviable job of handing out three powerful positions to yourself and the other houses, namely the Imperial Eye (the intelligence wing of government, which holds fortified areas on many worlds), the Pleet (giving a player access to a large supply of units based at the throne world) and the Stigmata forces (another large collection of units based in cities on various worlds, whose job is to stem the Symbiot tide). These powerful organizations are completely at the disposal of whoever is entrusted with command, and since you can only give yourself one post, politicking becomes a very real part of this game, in a way unparalleled by any other spaceploitation title seen yet.

#### "SHE CANNA' HOLD IT. CAP'N!"

The real problem with EFS is that it's almost too much game, not only for the players, but for the designers themselves. Given its land, space, and political theaters, EFS qualifies as a monster game—and sometimes it appears that the programmers really didn't realize how monstrous it could get

There is no doubt that the artificial opponent, while adequate at times, is just not up to the task of running such a complex game. I suspect that most players will become fairly bared of watching the computer players squander their advantages, refuse to press attacks, make occasional oddball offensives, and generally pile up defensive units until they starve themselves to death. Without a human opponent, this game has little replay value Fortunately, EFS provides for hotseating and PBEM. Even worse than the Al's stupidity, though, is its delays in completing a turn. By the time you're at turn 150, (which isn't much, considering it can take 30 or 40 turns to conquer a developed world) the computer can take up to 45 minutes on a P150 to generate turns, simply because of the incredible number of units involved. A patch is desperately needed here, either to convince the computer players to build less and play more, or to provide a whole new movement algorithm, as most people don't have a spare computer they can walk away from for an hour at a time. Also, as turns get

longer, the chances of a complete crash somewhere during the process seem to increase, and it isn't any fun to realize that you are going to have to wait another hour to finish that same turn.

Another problem is that, despite its scope, the game can feel a bit cramped at times, especially when it comes to technology. Most EFS games will still be going strong after all the players have researched every tech the game has to offer, meaning their lab cities will sit around gathering dust. Also, most of the political intrigues in this game, such as appeasing church and state, only become truly relevant when you play at the highest skill levels. That means beginners might miss most of the cooler parts of this game, and may pack it all in before they discover all the mean.

Despite these problems, and the fact that I wouldn't recommend this to a single player without some serious patches to the AI and processor routines, I can't help liking EFS as a multiplayer game. Make no mistake: This is a no-frills, serious wargamer kind of experience, and should probably not be attempted by the newcomer. On the other hand, if you have a few Machiavellian friends, and I suggest at least three, then I would heartily recommend giving FADING SUNS another chance for glory. Even if this is not quite the end-all space wargame many of us have been waiting to sink our teeth into, at the very least, it is a big step in the right direction. %

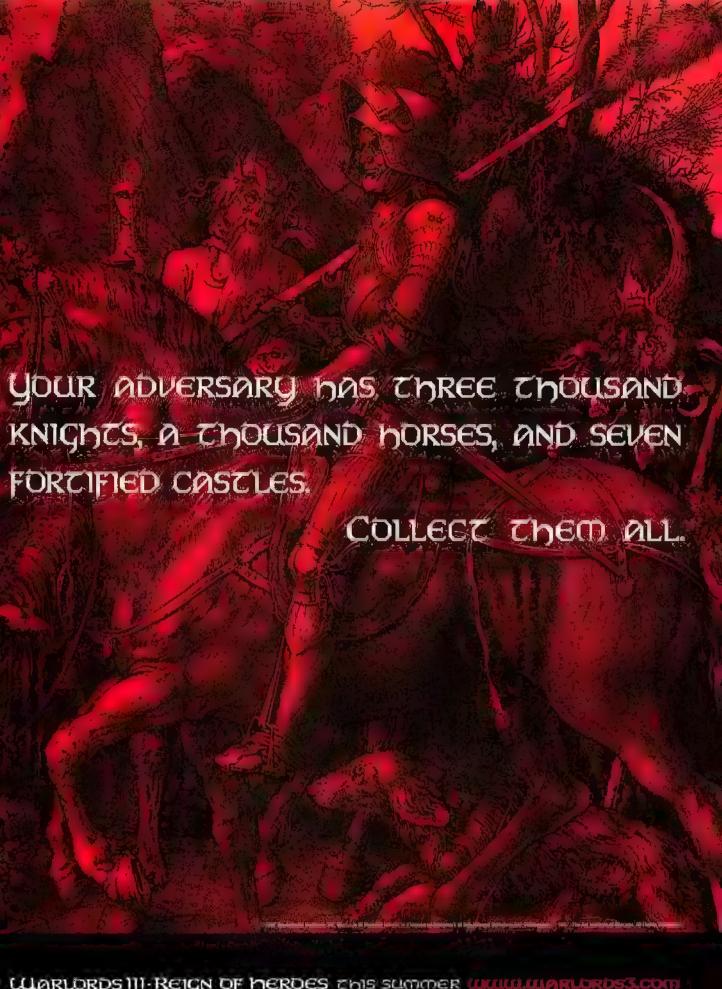
▶ APPEAL: Hard-core wargamers who want a complex multiplayer spaceplostation game that simulates everything from military intelligence to political intrigue.

PPROS: A spaceploitation game that is large and complex enough to deserve the title. An extremely good backdrop, combined with political as well as strategic warfare, gives this game the feel of a real imperial struggle.

>CONS: The Ai, interface, and technology tree are not up to how large this game can get. Players on slower systems will be

on life support before they reach turn 150. Annoying install program overwrites your drivers without asking.





## GRAB IEUR STICK

TEN LEVEL

TECHA COOT EDUTATION

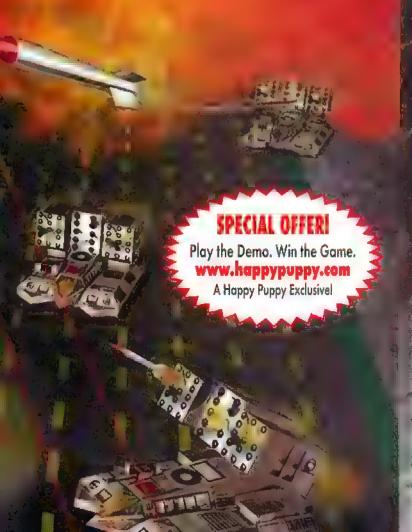


PARAMET YOUR

C1925 HELICOPS, HELICOPS is a transfer of the COPS. C1996 7th Lavel, Inc. 7th Lavel La installation and the model of the Copy of the Copy

#### No Pilot's License Required

- Attack the Nemesys crime syndicate as any one of five pissed-off cops.
- Five choppers. Strap one on and command your air space.
- Blast your way through 20+ in-your-face missions.
- Annihilate your so-called friends in multi-player death matches.





The ideal joystick should give you fast response, pinpoint accuracy, and

# money

ames dishauk

introducing the



The new Blackhawk gives you the look and rec-

of the most expensive joysticks on the market. But an

29 backs, and don't have to be the Sultan of Brunel to afford it. And once you own it. all you have to do to pluy it plug it to Than play any joyatick nontrolled PC game you want for in long in you want. Because the Blackbawk in specially designed to comfort and describility was while contractories blueting away at the anomy So get Blackbawk. And start playing games the way they were meant to be played. Go to your favority store or call us at 1-800-257-0061 or visit our web site at www.gravis.com

GRAVIS

## Death and the Moron

Rincewind Returns in DiscourLD II, a Funny, Challenging, Old-School Adventure



he first Discworld. based on Terry Pratchett's humorous book series. was as zany us the novels, and a tough adventure besides.

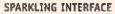
Now we have DISCWORLD II: MORTALITY BYTES!, and it's cut from much the same cloth as the previous game. Once again, Rincewind, the inept wizard wannabe, is called upon to save the day, or rather, the dead. The dead are not really, really dead, just kinda sortii in a state of demise.

That's because Death himself, that spooky skeletal character with black robe and sharp scythe, has vanished. No one knows why, and no one knows where. Without him around to separate soul from body, those who die are stuck in a state of undeath, or maybe living death. The wizards know a spell to summon him back from wherever, but first, naturally, they need the ingredients, and guess who has to go get them. Right, our boy Ringeword.

It doesn't end there, of course, that's just Act I of a five-act game. Before long, our hero gets involved with making lowbudget movies, traipsing after wise her unts in the desert, proving lumself worthy to take Death's place, saving Death himself from, er, death (don't ask), and ending up with a gratinious takeoff on a famous movie finale

In between, there is much fun poking, both blatant and obscure, at various aspects of modern culture, physics, role

playing, Shakespeare, and the manity of object-gathering and puzzle-solving (a running theme throughout the game) Rincewind is by no means unaware of the silliness of what he's forced to do, and takes the opportunity to say so on more than one occusion.

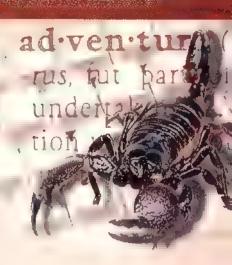


As in the first version, game mechanics are fairly simple. The "sparkles" cursor is back, and acts as the main interface. Moving It around the screen lights up hot spots (items or people Rincewind can interact with in various ways). Clicking on

> GABRIEL KNIGHT 2: THE BEAST WITHIN, Jane Jensen has reportedly begun working on GABRIEL KNIGHT 3, which will be a non-linear, real-time 3D-polygon based affair. Full production begins in April with the production team of SHIVERS 2, and the game is currently slated for a summer or fall 1998 release. Killed everything in DIABLO twice over already? Activision is now working on a PC port of Crystal Dynamics' Blood OMEN: LEGACY OF KAIN, the popular Playstation action-ortented RPG. The game puts you in the role of Kain, a noble who is brutally murdered and then resurrected as a bloodthirsty vampire. In your

quest for revenge, you'll have 13 spells

and the ability to morph into a wolf, bat, or mist as you hunt down and kill bad guys and innocent victims alike. Look for it this summer.



It's been too long since I could unreservedly recommend a game; I can do it now.





As reported last month, Sierra is swearing off FMV adventure games, and this policy is being extended to the follow-up to CGW's 1996 Game of the Year.

an object takes it (if it can be taken), or uses it in some way, such as to open a door or pull a lever. Objects can also be combined. For example, you can put a hook and a rope together to make a grapple.

Clicking on people usually begins a conversation. To talk to another character, you click on different icons: a month for a general greeting, a jester's wand for a sarcastic remark, a question mark for a question, and a waving band to say goodbye. In addition, there is a little thought balloon that represents Rincewind's own private thoughts. Other icons may appear as conversation topics, depending on what Rincewind has previously learned or done elsewhere in the game

Moving Rincewind around is also simple; you just place the cursor where you want him to go, and click. It's important to walk around every scene, as most of them are larger than they first appear, and it's easy to mass something if you just stay to one spot

Outdoors, you move around on maps of the overall area. Fach map has several locations Rincewind can visit, cheking on one sends him there mainedately. Some places are available only during certain portions of the game, while others may require some puzzle-solving before they appear. When a new area opens up, however, it is displayed right then on the map so that you know it's open—a nice touch.

#### SHOP TALK

Saving and restoring can be done at almost any time, and you have a generous 30 save game stots. While Rincewind isn't in much danger, and can't use items inappropriately, it's still a good idea to save often anyway. Some conversations or prizzle-solving can be lengthy, and you wouldn't want to redo them a second time if it can be avoided.

DISCAVERED II supports a variety of sound eards, but if yours isn't mentioned, don't despair. The game comes with text subtiles you can turn on (with or without



RINCEWIND REDUX Inept, cowardly Rincewind is back and so is his magical walking luggage, to solve (and complain about) all those typical adventure game puzzles.



GET A MAIRCUT! You II find the bellows you need in the High Energy Facility of Uniseen University. Just don't ask the '60s leftovers inside too many questions—they won't shut up.

sound), so you won't miss much

However, if you can get sound, do put at on, as the conversations are a highlight of the game, and are much funmer with the voice-overs. The speech is very good, and comes through clearly The voices ancluding ex-Monty Pythonite Eric Idle as Rincewind—are excellently done. This is one instance where voice adds a lot to the enjoyment of play.

The minimum specs say you need a DX-100, but I found the game ran acceptably on a 486/66 with 20MB RAM. I suspect the extra RAM helped, as the manual notes at least 8MB are required for playing under MS-DOS. You will also need 640x480 256 color SVGA. Should you have problems with that, the UNIVBE video driver is included on the CD. It works well with many brands of video cards (in fact, I use the registered version myself; it's quite good).

The game played cleanly from start to finish. No crashes, no bugs, no technical

problems of any kind surfaced, and that's with two complete playthroughs. This is definitely a tight product (although keep in mind that I played it under DOS, with Win 95, who knows what might happen).

#### THE WAY THINGS USED TO BE

In regard to the prozzles,
DISCWORLD II might be a little
bit easier than the first game, but
not by too much 'This is traditional adventuring, where the prozzles
have object-oriented solutions
There are no "prozzle prozzles",
such as solving four-color tile
enigmas or playing variants of
Concentration. I'd call it straightforward, but that's not a word to
use in DISCWORLD (held). Still, it
was good to get back to gaming
as it used to be.

If I have any quarrels with the game, it's that some of the automated scenes went on longer than they should have. This was also true of some conversations, which seemed to drag on forever, and lost a good deal of their

humor in the process. In those instances, the "less is more" principle really should have been applied

Overall, though, DISCWORLD II was a treat to play, it was funny, clever, clean-nunning, and a good mental workout. It's been too long since I could unreservedly recommend a game, but I can do it now. If you need a break from senous adventures, if you yearn for traditional gaming, if you'd like to play something that won't be over ma couple of days, this is the one to get.

#### Fable update

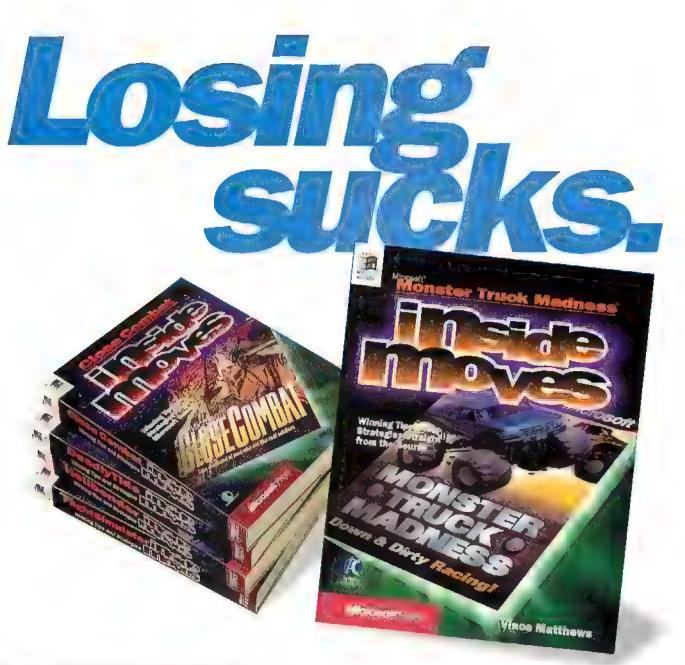
In last month's issue my review of FABLE noted that Sir-Tech was creating a new ending for the American version of the game, to replace the original atrocious conclusion. I have now played through the revised FABLE, and am happy to say that Sir-Tech lived up to their promise. The new ending is far more acceptable, and there is now no reason to avoid playing the game.



Price: \$40.00 Minimum System Requirements: 486DX4/100 (P90 rec ommended), 16MB RAM (8MB for MS-DOS) 20MB hard disk space, 640x480 SVGA graphics, 2x CD-ROM Windows 95 or MS DOS 6.0, supports all major sound cards (Sound Blaster-compat ble card recom mended) Multiplayer Support: None Designer, Perfect Entertainment Publisher: Psygnosis Foster City CA (415) 655-8000

www.psygnosis.com

Reader Service #: 330



Be cool and in control as you challenge

car-crushing tourneys and railles for the checkered flag, repel alien invaders beneath the waves, gain victory "in the hedgerows of Hell," take to the sky in a 737, or face relentless space combat action. The Microsoft Press® Inside Moves series arms you with hints, strategies, and secrets—some straight from the developers that aren't available anywhere else.

Microsoft<sup>®</sup> Monster Truck Madness<sup>®</sup>: Inside Moves 1-57231-530-X \$16.99 (\$22.99 Canada)

Close Combat: Inside Moves 1-57231-308-0

\$16.95 (\$22.95 Canada)

Microsoft® Deadly Tide®: Inside Moves

1-57231 306-4 \$16.95 (\$22.95 Canada)

Microsoft® Hellbender™: Inside Moves

\$16.95 (\$22.95 Canada) 1-57231-363-3

M.crosoft® Flight Simulator for Windows® 95: Inside Moves \$16.95 (\$22.95 Canada) 1 57231 362 5

Microsoft Press

Available in quality bookstores and computer stores worldwide.

To locate your nearest source for Microsoft Press, products, reach us at 1 800 MSPRESS in the U.S., or www.microsoft.com/mspress/



## You've faced off against the legends in PGA Tour...



## Teed-off on the toughest courses

with Links LS™...

But you haven't played in a real championship until..

Only British Open Championship Golf<sup>IM</sup> puts you right in the middle of the action in golf's greatest championship. Compete as one of eight featured pros against a full field of top professionals. Get advice from the first-ever fully interactive caddle. See and hear the crowd react to your every shot. Get play-by-play announcing from ABC's<sup>IM</sup> Jim McKay. Battle Scotland's infamous weather on photo-realistic 3D simulations of two of the world's most



challenging courses —
The Old Course at St Andrews
and Royal Troon. Any way you
slice it (or hook it), no other
game gives you the sheer
adrenaline rush of real
championship play like British
Open Championship Colf.









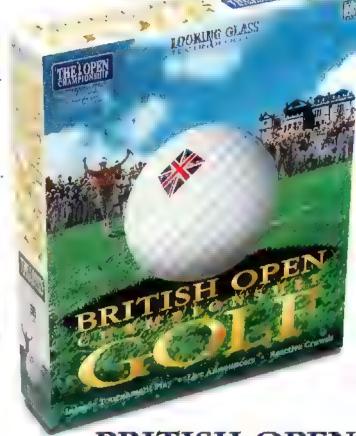


For a limited time owners of Links. S.P. PGA Tour® 96 and Microsoft Pi Colf can get a \$10 reliate with the purchase of British Open Championship Colf. Offer lasts until June 50, 1997. See package for details

Available in major retail outlets or order direct 1-800-360-7455

#### TOOKING GLASS

100 Cambridge Park Drive, Suite 500, Cambridge, MA 02 (40)

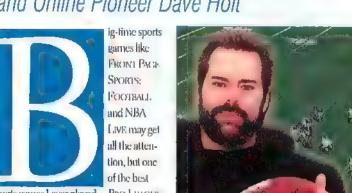


GET INTO THE OPEN

© 1997, count Gass ferhinologies, the suggests and the Schooling Product is distributed under two automosphers of the Royal and Anders for St. Andrew. The Old Clark was fa Andrew, and Royal Toom Course are used by permission of St. Andrews, and You's Exposition Committee Measurement of St. Andrews, and Andrews and An

## Pro League Prophet

An Exclusive Interview With Game Designer and Online Pioneer Dave Holt



sports games I ever played - PRO LEAGUE

FOOTBALL -- was from a much smaller player in the design game, Dave Holt of Micro Sports. What wowed me five years ago - and still does today - was the game's groundbreaking modern play, which enabled you to deal up your buddies and play a not-so-friendly game of block and tackle. Ever since then, I've been a fan of Dave Holt and his football sims. In fact, PLD made my list of the Top 15 Sports Games of All Time in CGWs 15th Anniversary issue (November '96)

With MicroLeague Multametha Inc.'s late-1996 purchase of Micro Sports, and their recent release of MicroLFACUE Pro-POOTRALL, '97 (reviewed last month) and MICROLEAGUE PRO BASEBALL '97 (see review this issue), Dave Holt is again at the forefront of sports gaming. And now that he no longer has to run Micro Sports, he enjoys life more too, since he gets to do more of what really exertes him -create games.

"Things they are a-changing," Holt says. "It's hard to be the president of Micro Sports and find time to be putting in a lot of the code. Now I'm back to doing the gantes agam."

A veteran designer and self-taught programmer, Holt got his start in 1984, when

he created MAC PRO FOOTBALL, which was published by Avalon Hill. His next game, in 1986, was MSFL PRO LEAGUE FOOTBALL, which he distributed from his home, mostly through word-of-mouth. "This was back when one person did everything—the box design, the manuals. My manuals were noted for laiving the most misspellings," he says with a grat.

Holt finally landed a distribution deal with Electronics Bounque that provided some steady cash flow Then, in one of those lucky breaks that make careers, he made a contact at USA Today. The result became an annual feature in which "America's Paper" picks the Super Bowl winner using Flolt's game

"USA Today was running some stories about us," Holt recalls. "An investor read it, got excited, and decided to beef up the marketing effort. We got fied into the National Football League and the NPL Player's Association,"

This led to the breakthrough 1991 version of NFL Pro LEAGUE FOOTBALL-a game that not only featured a solid com-



"We were the first ones to really do online," He says. "We're getting back to that," His new partnership with MicroLeague is in good measure based

around a major commitment to multiplayer Internet garning.

Dave Holt and the Football '97

"That's where we had the most fun. Being able to play against a human opponent is the ultimate thing. The whole principal behind our games is for people to get together and have a good time."

As we're speaking, Holt is tinkering with a career league for the long-anticipated MicroLeacus, Basebalt, 6.0. Since it ran away with my Sports Vaporware Award for 1996, I'm eager to see what Holt has up his sleeve. He assures me that the game will arrive early in the '97 baseball season.

Perhaps history will record Dave Holt as a visionary. He certainly was the first to understand the exestement head-to-head play brings to sports gaming. In fact, he recalls the day his PLF crew got modem play working as one of the high points of his career. But for all his ups and downs. he hasn't lost sight of his mission. "I just try to create the best game I can," he says.

And whenever he finishes them, we'll be ready to play &



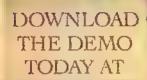
understand the

excitement of

head-to-head

play.

# BATILES of ALEXANDER



www.imagicgames.com

You're outnumbered. Your troops are exhausted.
You face an intensely fierce Persian army
Yet you have one strength that overcomes all weakness.

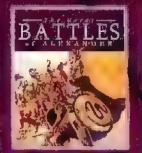
You are Alexander the Great.

Windows ≥ 95 CD-ROM Game



For more information of to obtain a copy, visit your local retailer or call 1-200-348-5061.
P.O. Box 1349.1 Resented District 266 No. 27209 www.imagisgames.com

The Great Battles of Alexander is a trademark of Intervalve Magic, in All other trademarks are the property of their respective owners.



## **Living Targets**

The Roadblocks to Multiplayer Simulation are Coming Down



tion is all so much hype. Very few people have access to a local-

area network where games are allowed, it's hard to find people to play against via modem, and if you do they're usually a long-distance call. Hooking up over the Internet is complex and expensive.

At least, that's how many gamers -Including me — felt this time last year It's amazing how quickly things change. Now It's easier than ever to set up virtual dogfights with multiple human players, and thanks to the Internet, you can even do so without incurring any kind of hourly charges - which is a big plus.

#### KALI AND KAHN

You've read about Kali in these pages before. This handy utility lets you take most games that support local area networks and play them over the Internet it essentially fools the games into thinking that the Internet is a local IPX net-

> We recently received some intelligence on MiG ALLEY, the new Korean War sim coming this Christmas from Empire. Set in the spring and summer of 1951, the sim will feature a dynamic campaign, where the strike packages you set up in the full mission editor can affect the movement of the front lines. Flyable planes include the F-80, F-84, F-86, and F-51 on the U.S. side, and the MiG-15 and MiG-15bis on the communist side.

work. Once you download the program from www.kali.net and pay a \$20 registration fee, you can play online with no hourly charge (other than what you pay your Interact provider), and you're enti-

tled to free upgrades. Kali works very well with a number of flight sims, including A-10 CUBA!, ATE EF2000. FIGHTER DUB. (with the free NET DUEL module), and SU-27 FLANKER, The original release of Kah was a DOS utility, but you'll find Kali

95, the Windows 95 version, is more flexible, easier to set up, and is compatible with all the above-listed sims except ATF and EF2000 (both of which refuse to run under Win 95).

Kali also addresses the other major obstacle to online gaming --- it gives you a place to find other players. The Chat feature gives you a text window where you

You can upgrade aircraft as the campaign progresses; for example, you can move from an F-86A to the improved F-86F.

 Commanding four flights of four aircraft each, you'll define the strike packages for each day and then take a plane up yourself. While in the air, you'll be realistically vectored towards targets via radio calls. Look for multiplayer support and Direct 3D graphics as well,

can talk to users and find other players interested in flying your sim of choice Unfortunately, at times it

can be difficult to find other sim players,



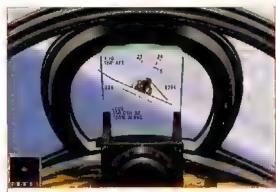
FREE KILLS As of version 1,11, Wanbirds lets you battle a single friend over the Internet at no charge.

as many of the Kali server challines seem to be populated mostly with young "kewl dood2" looking for a quick DUKE NUKEM 3D fragfest. If you're having trouble finding sim players, try different Kalı servers; Sint-Net, for instance, is a favorite of FIGHTER DUEL players. Some players also change their nickname to reflect their game of choice. Someone named "EF-Mitty" is probably looking for a game of EF2000.

Another method for avoiding the crowds is to try Kalis competitor, Kalia. This program is similar in functionality, but isn't yet as polished or full-featured as Kali. It's also not as well-known, so you don't find the chat-lines as crowded with cursing teenagers, but you will find many knowledgeable sim players haunting Kahn servers. It's especially popular with SU-27 FLANKER players. If this alternative interests you, check it out at www.teleport.com/ ~nbright/home.html



It's never been this easy to reach out and shoot someone down... 🕊 🔻



NET GAINS The free patch to USNF 97 adds the ability to play remarkably warp-free over the Internet.



I SEEK YOU Finding out which of your opponents are online is a snap with the help of Mirabilis' ICQ

#### IN THE NAVY

If you have Jane's US NAVY FIGHTERS 97, you won't even need Kali or Kahn for Internet play, EA has released a patch for the program (at www.janes.ea.com) that adds Internet connectivity. You can fly head-to-head scenarios created with the quick mission creator, built-in missions in competitive or cooperative mode, or mission-builder scenarios. Custom missions are transmitted on the fly as the mission starts, so your opponents don't have to download any files. I've flown missions with four human pilots from all across the country and the action was very smooth, with almost no warp in movement from Internet delays.

Flowever, EA did omit one major feature—a program along the lines of the Westwood Chat module (included with RED ALERT) that makes it easy to find opponents. You could use Kali's chat feature to look for USNF 97 opponents, even though Kali isn't needed for the actual connection.

You can also find players by browsing the bulletin boards on the Jane's Combat Simulations Web pages, but then you need to email potential opponents and set up a time to meet them online. A better solution is to grab the neat new Internet utility called ICQ from www.mirabilis. com. Similar to AOL's Buddy Lists feature, ICO will watch for members on a list of Internet friends (or potential combat enemies), and then send messages or chat requests to those people. For instance, last weekend Hogged on to set up a four-player USNF 97 melee. I found Hangtime and Shortfork (who I'd added to my ICQ seek list) were online, and invited them into a chat. Hangtime spotted aCIDman, who was on his ICQ list, and brought him in as well. We then agreed on mission parameters, launched USNI 97, and flew Phantoms vs. MiCs.

#### FREE WARBIRDS

I've often recommended that gamers who want to learn to fly planes with realis-

tie flight models download a copy of Interactive Magic Online's WARBIRDS from www.icigames.com. Even if you have no desire to pay \$2 an hour to fly in the multiplayer arena, you can always fly WARBIRDS offline and practice your flying and shooting techniques against invulnerable, sitting-duck drone aircraft

Plus, as of release I.II, you can practice techniques against intelligent opponents without racking up online charges. The sims front-end program now supports head-to-head play over a modern, network, or serial cable. You can doglight head-to-head against a single opponent free of charge using the Internet or a local phone call (of course, the developers hope you'll get hooked and try the multiplayer arena).

You can enjoy the thrills of multiplayer air combat by paying \$20 (Kali), downloading a patch to an existing program (USNF 97), or downloading a free online front end (WARBIRDS). If you have an Internet account (and who doesn't?) you no longer have any excuse for playing alone. §



#### **CONNECTION TIPS**

be forky on your Win 95 machine set up a new O'al-Up Networking icon just for internet play, Under the modern settings click Configure, and under General set Maximum Speed to 38400. Then click Connection, then Port Settings, and move the Receive and

Advanced Rml Sattings

File RFG bulles (società 18200 connector UARY)

Select lower settings to connection problems

Select higher settings for faster performance

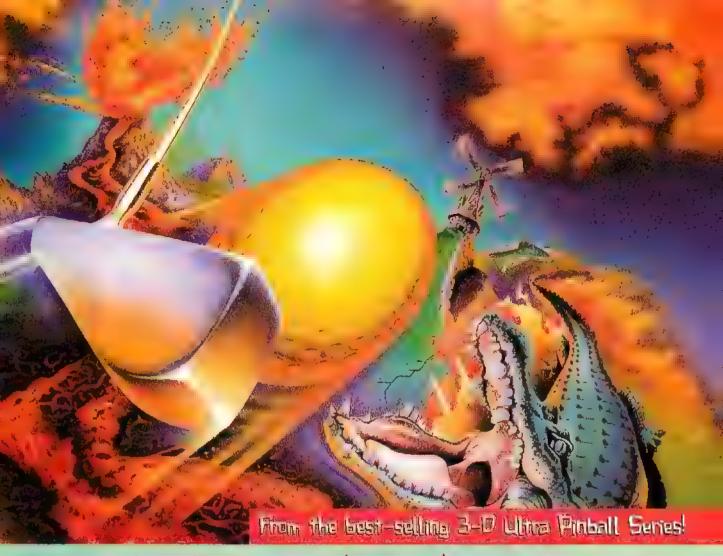
Becaive Suffer. Low [1] High [14]

Transmit Suffer. Low [1] High [15]

Transmit Buffer sliders to one notch away from the left-most setting. Click OK, their click Advanced, and be sure Error Control and Compress Data aren't checked, and that Hardware Flow Control is on.

Some on the games require you to know your IP Address, which identifies your lacation on the internet Depending on your Internet provider, this number may change each time you log on. To check

your IP Address, click the Start putton choose flun, and type WiNIPCFG. A window will pop up with information about your internet connection, including the IP address.



## BIG SHOE AND THEN OUR IMAGINATIONS GOT THE BEST OF US.

3-D Ultra-Mini Golf is all the fun you'd expect from the game of mini golf with a little something extra.

A wild ride through the right side of the brain.

You get two, nine-hole courses. Dne with classic mini golf holes like the big shoe, the windmill. The other nine holes are totally nutty. There's the space port where you can putt on the moon, the volcano where your ball can be incinerated in molten lava and a

prehistoric jungle where the Tyrannosaurus Rex has developed a taste for golf balls.

It's weird, wild and more fun than a whoopee cushion.

3-0 Ultra Mini Golf gives you incredibly realistic ball physics that make even the most radical bank-shots possible. You can play it makes alone or with as many as four players.

3-D Ultra Mini Golf. Call it cool. Call it amazing. Just don't call it normal.



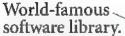




1-900-151-7101. http://www.sierra.com

#### ZDNet.

## All the computing information you need, packed into one dynamic Web site.



Get ready to download! ZDNet has thousands of the highest-rated share-ware programs, all virustested and reviewed—and the latest commercial demos, too!

#### Enroll in ZDNet University,

Be one of the first to join our online university and / take courses in Java, C++, HTML, and more! Learn from expert extructors in the comfort of your own home or office.

#### Industry-standard product reviews.

Which products are best for you? Turn to ZDNet for expert product reviews of everything from the latest tools for power users to the best software for kids.

#### The latest news 24 hours a day.

From breaking technology news to your own FREE customized news feed, ZDNet delivers the in-depth coverage you need, from the sources you can trust.

#### Powerful search engine.

No time to browse? Use ZDNet Find It to quickly locate the specific computing information you need.

#### ZDNet Community Center.

Join in! With 500+ journalists and more than 3 mill on users, ZDNet is an active community with unmatched computing expertise.

#### Explore ZDNet today at www.zdnet.com!

No matter what you use your computer for, you need a source of comprehensive computing information you can count on. When you log on to ZDNet, you'll find the latest news, product reviews, top rated shareware, lively discussions

and more, It's all brought to you by Ziff-Davis, the world's leading provider of computing and internet information. Visit ZDNet today at www.zdnet.com and explore the world's most trusted computing site!





## The Golden **Hex Awards**



A Tribute to the Best and Worst Strategy/Wargames of '96



very year, as it has done for the past 15 years, CGW hands out awards to deserving games in every genre, along with special

awards for technical acl nevernent and artistic merit. While I participate in this awards process, and take my responsibilities therein seriously, I am also a columnist. So, for what it's worth, here are the first annual Golden Hex awards for those achievements - however notable, however dubious - that took place in strategy/ wargames, the genre that equally prizes innovation, depth, freshness, ease of play, complexity, and ontright stodemess.

#### AND THE ENVELOPE PLEASE...

Most Tepid. It was the year of the COMMAND & CONQUER clone, and no



game summed up the essence of that already-tired sub-genre more than Virgin's Z. Instead of adding sophistication to real-time, it was too busy being vanilla. All the technical sophistication in the world doesn't help much when your maps are cookie-cutter and your seenarios are uninspired

That said, the Biggest Disappointment of the year remains COMPUTER THREE REICH. While the game did finally emerge from vaporware, the three-year process of translation from the paper classic left an overly cardboard aftertaste. This wouldn't have been so bad, except that the 1974vintage boardgame is still more robust. Let's hope this setback doesn't prevent

Avalon Hill from bringing more of their classic tabletop games to the computer, they've learned a lot in the past year,

Which brings us to Most Pleasant Surprise of the year: WOODEN SHIPS & IRON MEN. This follow-up to 5th FLEET took over two years to develop, and could have easily sunk when leaving port. But the AI was solid, the scenarios were challenging, and the campaign game is random enough to make this very replayable. Easily the best game ever on the Age of Sail.

Best Revival of a Broadway Play: Let's give a big hand to TIGERS ON THE PROVIL 2.0, which now boasts the graphics, interface improvements, and enhanced AI of PANTHERS IN THE SHADOWS, Many seenarios are well-balanced for email play, so no serious tread-head should be without it Honorable Mention: HARPOON CLASSIC 97.

The Good Things Come in Small Packages award has no real contender other than ZULUWARI While not up to the high standard set by Incredible Simulations' previous CUSTER'S LAST

To reach the Golden Age of strategy games, you have to sort through a load of crap.

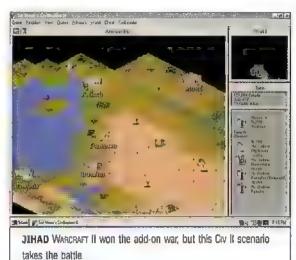
BRIEFINGS

Yes, it's true: Avaion Hill is finally doing Advanced SQUAD LEADER. Despite the myriad rumors circulating, the game is not being done by Atomic Games (they are working on a deal with Microsoft to do CLOSE COMBAT II based on the Arnhem campaign). Computer ASL will be developed by Charlie Moylan, of Big Time Software and OVER THE REICH fame. At the earliest, ASL will be completed late in 1988-

Charlie still has to complete ACHTUNG! SPITFIRE for Avalon Hill in 1997. The only thing for sure is that the ASL design will be turn-based like the boardgame, but will probably include additional

sophisticated algorithms for even greater realism. After the success of Robert E. Lee and Lords of the REALM II, the Impressions division of Sierra has experienced a bit of a shakeup. While LEE designer Jeff Fiske is reportedly at work on "secret projects." Chris Foster has resigned, and Impressions founder David Lester has evidently moved back to England. We'll fill you in on the details as this situation develops.

MAY 1997



COMMAND, ZULUWAR! strikes a nice balance between historicity, play balance, simplicity, and fun

The WinDoze award goes to Interactive Magic's AMERICAN CIVIL. WAR. ACW's still the only strategic-level Civil War game worth buying, but it's pretty sad when a turn-based 19th century game is the slowest Win 95 application I've seen this year. That's too much General McClellan emulation even for me.

In the opposite vein, the Force-Feeding Gamers Win 95 award goes to Westwood

MOST
PLEASANT
SURPRISE
Stanley
Associates and
AH scored a
broadside
with WS&IM



Studios for their C&C: RED ALERT in Win 95 with SVGA graphics is a visual treat, and a most impressive programming achievement. But guys, did you really think we'd let you off the hook for that low-res DOS palette? Ugh.

The Persistence Pays Off award has a lot of competition, but Norm Koger gets the nod. After the uneven WARGAME CONSTRUCTION SEE TANKS, Norm hits the builts-eye with ACE OF RIFLES. And white some might quibble over scale or the admittedly high casualty rates, there's little

argument over the comprehensiveness of the smulation. If you think wirning the battle of Antietam was hard in ROBERT E. LEE, by surviving on the toughest Al level here!

Music isn't generally considered an integral part of strategy games, but SiD MISLE'S CIVILIZATION II would win for the Best Soundtrack in any historical era. The old familiar Civilines are nicely remixed, and along with the new classical ly-linged plano turns, cheesy

organ tones, and a surprisingly good rendition of Northumbrain pipes, they add immeasurably to the gaming experience.

Decline of a Great Series award goes to STAR GENERAL, which, despite its seemingly ambitious design, leaves out basically everything that made PANZER GENERAL and FANTASY GENERAL great Hopefully the improvements we've seen thus far for PACIFIC GENERAL will keep me from presenting a "Decline and Fall" award next year

A lot of famous and not-so-famous

game designers and programmers work for love as much as (or more than) money in this industry. But Brian Reynolds receives our medal for going Beyond the Call of Duty for his incredible support of SID MEER'S CIVILIZATION II, Brian's name isn't even above the title, but he continued to put out patches and additions to the game well after he and Sid had moved on from MicroProse to Firaxis.

The dreaded Vaporware award goes to Spectrum FluloByte's MAGIC: THE GAITHERING. It's been through so many design changes that Acclaim, of all companies, has managed to produce a game on the license in shorter time—and Acclaim's game is probably closer to the original Wizards of the Coast collectible card game in spirit, if not mechanics!

Talonsoft walked off with the big wargame award (see the Premier awards section in this issue), but it's hard to resist giving out another BATTLEGROUND: WATERLOO is simply the **Best Napoleonic** 

Game Ever. It took long enough, but somebody finally surpassed the venerable BATTLES OF NAPOLEON.

Although I heartily agree with CCWs selection of the WARCRAFT II add-on pack as best overall of the year, the Best Individual Scenario nod goes to ItHAD from SID MEJER'S CIMEZATION II SCENARIOS. CONFLICTS IN CIVILIZATION (which could also win for most unnecessarily long game title). Complete with mounted men-atarms, religious fanatics, the rise of Islam, shaky alliances, and the always interesting political machinations of the Byzantine Empire, IHAD offers a tense and intriguing campaign (cocky CIV-meisters are advised to try this at Deity level). Kudos to Mick Uhl and his team at MicroProse, who show why buying a few well-designed scenarios from the original publisher is often a better bargain than hundreds of canned scenarios from a third party.

#### SOME FINAL THOUGHTS

In the past year, the best of real-time and turn-based games offered better interfaces and tutorials, while at the same time improving game sophistication. You need look no farther than OVER THE RECH to see that a simple learning curve doesn't have to mean simplistic, limited play

The worst example of a game that couldn't figure out what it wanted to be when it grew up, multiplayer or solitary, and winner of my award for Will the Real Game Please Stand Up? is none other than Accolacle's DEADLOCK. This could have been SIMCTIY meets CIV in space, but came close to matching neither classic because much of the single-player potential was stripped to make the game's pace more suitable for multiplayer play. Maybe with DEADLOCK II they'll bother to put everything in, and let us toggle off what we don't like

Truth is, to reach the tantalizingly close Golden Era of strategy games, you still have to sort through a load of crap. Which brings me to my final award. Coaster of the Year for strategy games was bitterly contested, but ultimately goes to interactive Magic's DESTINY, the most confused, incomplete design I've seen in a long, long time. Rest in peace. §

Register Now!
Only \$4.95
a month!

# ZD Net University— the Online Computing University

The Newest, Fastest, and Most Convenient Way to Update Your Computing Skills



Join ZD Net University on the Web—the Ivy League of computing schools in cyberspace. Our distinguished faculty of prominent industry experts and Net savvy instructors teaches you skills you can use to advance your career. At your convenience. From any PC. And for a fraction of the cost of traditional continuing education courses.

#### For only \$4.95 a month:

- · ENROLL in as many classes as you want
- Visit the ALUMNI LOUNGE where students trade tips and get advice
- Use the ZDU Library of CGI SCRIPTS to enhance your Web publishing projects
- Take advantage of special DISCOUNTS on books and software
- · And much more!

Visit our campus on the Web to learn more about ZDU and how to register. But hurry... classes fill up early!



# Itsalving New Ball Game



If you've been waiting for technology to catch up with your vision of what a high-performance, multimedia home computer should be, your wait is over. Intel Corporation's new Pentium® processor with MMX™ technology—combined with new leading-edge software specifically designed for the technology—lets consumers experience the newest level in computing on desktop and mobile computers that provide a richer, more lifelike multimedia experience. And leading manufacturers are stepping up to the plate with the high-performance systems and the multimedia features you need—new systems based on the Pentium processor with MMX technology come bundled with

Intel MMX Technology Enhances the Multimedia Experience

components such as large color monitors, stereo speakers, high-speed modems and CD-ROM drives, plenty of storage and memory, graphics accelerator cards, and videophone capability.

If you want to start experiencing superior video, graphics, sound, and communications without having to spend a lot of time installing cards and peripherals to realize your dream machine, MMXTM technology is real and It's here right now to see, hear, and experience.

#### A Happy New Year

The Pentium processor with MMX technology was announced in January 1997. With clock speeds of 166MHz and 200MHz for desktop systems and 150 and 166MHz for mobile computers, the Pentium processor with MMX technology is the highest performance Pentium processor available and the first Intel processor in more than a decade to offer a change of this significance

The new microprocessor features 57 new instructions that allow software developers to optimize their multimedia applications. Yet even with the addition of these new instructions, the Pentium processor with MMX technology maintains complete compatibility with the Intel architecture and with widely used operating systems, such as Windows 95™, and applications software.

The idea for MMX technology and its eventual integration with the processor itself, arose several years ago in response to the growing use of multimedia in personal computing and its demand on processor performance in generating high-quality graphics, video, and sound. And as this trend of more media-intensive software accelerates, Intel plans to make MMX technology a part of every new processor design in the future.

Each generation of Intel processors has followed Moore's Law, which states that transistor density will double approximately every 18 months. The benefit of Moore's Law is simple: As users and the industry demand more and more capabilities, these capabilities can be added to speedier

#### The MMX Technology FAQ Sheet

What is the official name of this new Intel processor? The "MMX processor" is called the Pentium processor with MMX technology.

What are its key benefits?

When combined with software designed for MMX technology, the Pentium processor with MMX technology improves multimedia and communications applications with high-speed performance; high-quality, full-color visuals; smoother video; and richer audio.\* The new processor also provides higher performance for existing software because of a larger on-processor cache memory and certain other architectural improvements

Do I really need MMX media enhancement technology?

If you use a computer in your home, you're in the market for one based on the Pentium processor with MMX technology. These computers make the dream of high-performance, easy-to-use multimedia systems a reality. They run existing applications faster, they run applications designed for MMX technology much faster, and they offer the highest-performance Pentium processor-based system on the market today."

Why should I buy MMX media unhancement technology?

Multimedia applications place a much greater demand on PCs than word processors or spreadsheets do. Intel developed MMX technology to answer this challenge. With a Pentium processor with MMX technology powering your PC, you can explore a broader range of

multimedia applications and enjoy a richer, higher-quality multimedia experience with no need for additional hardware

Does this mean that the Pentium processor with MMX technology is faster than previous Pentium processors?

The Pentium Processor with MMX technology is the highest-performance Pentium processor available today.\*\* The Pentium Processor with MMX technology is more than 60 percent faster on Intel's Media Benchmark, which measures MMX technology

multimedia performance, and can also run existing software 10 to 20 percent faster as measured by industry-standard benchmarks.\*\*\*

Flow many transistors are there in the Pentium processor with MMX technology? This microprocessor is built with 4.5 million transistors on 0.35-micron CMOS technology.

is MMX media enhancement technology a one-time release from Intel? No, MMX technology will be integrated in all new Intel processor designs, it increases a PC's overall functionality today and provides a platform for tomorrow.

Is MMX technology available for mabile computers as well as desktop systems? Yes, the technology is available in both desktop and mobile versions of the new processor. The initial desktop processors run at either 166MHz or 200MHz. The initial mobile processors run at either 150MHz or 165MHz.

Systems that are that fast use a lot of power, don't they?

No, the Pentium processor with MMX technology consumes less power than previous Pentium processors. The desktop processor's core draws only 2.8 volts, while the mobile processor draws 2.45 volts. The processors are rated at less than 15.7w maximum power on the desktop, 7.8w thermal design power for the mobile systems.

Do I have to wait for systems and software that take advantage of MMX media enhancement technology?

Many systems based on the Pentium processor with MMX technology are available now, and many exciting applications designed for Intel MMX technology to provide maximum performance are available bundled in these systems or for separate purchase at retailers.

Can I apgrade my current Pentium processor-based system to take advantage of MMX technology?

Intel recently introduced a Pentium Overdrive® processor with MMX technology, which, if your current system is apgradable, can provide both optimal performance on software designed for MMX technology, and a 10 to 15 percent performance boost on all existing software. Of course, as with any modification to your system, you should always contact the system manufacturer for details and complete information.

<sup>\*</sup>As compared with a Pentium processor at same speed running Intel's Media Benchmark "\*Intel's Pentium Proprocessor, although not a Pontium processor generation processor, a faster, but does not incorporate MMX technology, \*\*\*All compar sons are between Pentium processor with MMX technology and Pent um processor at same soeed





QP5/200 SM-3

\$2449

Business lease: \$85/Mi

- 200MHz Pantium\* Processor w/MMX\*\* Technology
- 🔳 2 Universit Sonal Bus (US9) Porta
- 37MB FDO Memory / 512KB Pipelined Burst Cache
- 4G8 E DE Mode 4 HD / 3.5" 1 44MB Floppy Drivo impression to 5 1GB E/DE Hard Drive for \$79,
- Matrix Milternium 3D -w/4MB WBAM
- 17" Digital Monitor (18.1" viowable)
- 33.6 Kbps Fax/Modern w/Voice Mail and Speakerphone
- Toshiba 18X Max 95rts EIOE CO ROM Dove utpyrado hum 16X Max to Panasonic Philip months \$1490
- Insonig 32-bit Wayetable Sound Card
- Altec Linising ACS-45 Speakers w/subweeter
- Mid-Tower Case
- 104-Key Keyboard With MS PS/2 Mc.ise
- MS Windows '95 With MS Plus
- MS Windows '95 With MS Plus
- Quantax Software Bundle (Including Care) WordPerfoot Shall
   J. yoar Inmited warranty, 24-hr./7-day Tachmeal Support

QP5/166 SM-3 (W/MMX Technology)......\$224

QP6/200 SM-3 (w/Pentum Pro processor)\* ...\$249
(fincludes 256K8 Internal L2 Cacha)

That's right. In April, PC Computing awarded our QP5/SM-3 with MMX" technology the coveted 5-star \*\*\* \*\* \* rating. As one of the first companies to introduce the power of MMX technology into our systems, Quantex guarantees you blazing speed and acceleration for all your communications, sound, 3D modeling and multimedia applications. When you buy a Quantex, you're guaranteed the very latest in technology. Quantex PC's set new standards for performance too. We use nothing but the highest quality, name-brand components. Rigorous quality assurance and a meticulous engineering process ensures that every PC we build is unrivaled in reliability and performance. To top it off, all Quantex systems are built in ISO 9002 certified manufacturing facilities so quality is assured.

Want to know more? To find out more about Quantex products, give us a call today or visit our Web Site.

#### PC Computing 4/97 \*\*\*\* rating

"The best-priced MMX( technology) machine you'll find and it's loaded with extras."

#### Computer Life 3/97

"...you'd be hard pressed to find a better all-around value."

GOOD CHOICE.

1.800.380.8091

www.quantex.com

© 1997 Quarter Microsystems, fest. All Rights Reserved. 4008 Pierce Street, Summer SJ 08873. Sales Hours. 31-E-9

processors. As the use of multimedia functions in software grew and users came to expect a more sophisticated multimedia experience, Intel responded by making multimedia functions the next beneficiary of Moore's Law—just as it did with integrating the math coprocessor function in moving from the Intel 1386™ to the Intel 1486™ processor.

"We believe the combined capabilities of Intel MMX media enhancement technology will appeal to the broadest range of consumers yet," says Dennis Carter, Vice-President of Marketing at Intel. "The PC experience will be enhanced through a new wave of systems and software that provide lifelike color; full-screen, full-motion video and graphics; real-time antmation and manipulation of images; and 3-D capabilities."

#### A New Generation of Software Emerges

When you run software applications designed for MMX technology on PCs

powered by the Pentium® processor with MMX technology, you'll see a more than 60 percent performance boost for key types of complex multimedia data.\* As a result, you'll be able to view more lifelike photos and smoother video, listen to enhanced audio, and experience 3-D games with better response times and arcade-quality graphics.

Broad support for Intel MMX media enhancement technology in the software community has led to the development of new educational, reference, game, and communications applications. The first of this new generation of software

titles is available now; many more are expected to be announced throughout this year.

Developers are enthusiastic. "Ubi Soft [creator of pod™] wanted to create a product that was really focused on cuttingedge technology," says Ubi Soft Marketing Manager Carrie Tice. "MMX technology allows us to have redirected use of light and shadow effect, rich textures, high frame rates, and surround sound." Her company and many others—including Intel and its Video Phone application—have created high-performance titles that deliver a truly lifelike multimedia PC experience without the need for additional hardware.

In addition to Ubi Soft, more than 100 software developers—including Microsoft, Adobe Systems, Yamaha



and Intel itself-

have applications specifically designed for MMX technology. Many of these applications contain a built-in Internet connection, combining the capabilities of high-performance multimedia CD-ROMs with the breadth, immediacy, and communication benefits of the Internet.

Business professionals and students who use notebook computers can also benefit from new capabilities made possible by the Pentium processor with MMX technology. For example, the space limitations of notebook computers had prevented the use of a lot of add-in hardware. MMX technology Instructions can now handle many of these functions, so mobile users can have videoconferencing over standard telephone lines, software-based video, and high-quality 3-D graphics.

#### It's a Must-Have

Results of a new nationwide survey of U.S. adults and teenagers, sponsored by Intel Corp. and conducted by Yankelovich Partners Inc., show that Americans believe the personal computer is a "must-have" technology that plays a positive role in our everyday lives and helps us address broader social issues.

According to this survey, people are expecting new capabilities and opportunities from their personal computers, and they believe that we have only begun to tap computers' potential.

Survey respondents have ambitious goals for their systems, too. More than half indicate that they look to the computer to expand their capabilities and possibilities by helping them to accomplish

new things rather than merely enabling them to do current things better. MMX technology meets these needs

To satisfy the demand for MMX technology, Intel and leading industry hardware and software companies are executing one of the fastest product ramp-ups in the history of the personal computer Industry. To make test-driving these new systems as easy as possible, computer buyers will find software designed for MMX technology available on demonstration models and promoted on displays and through special events in retail locations across the

country. Consumers can obtain additional information about the new Pentium processor with MMX technology at Intel's site on the World Wide Web at URL http://mmx.com.

Consumers now have the opportunity like never before to see, hear, and experience firsthand the Pentium processor with MMX technology and software designed for MMX technology.

<sup>150 142 127 114 141 150</sup> MHz 155 MHz 155 MHz 155 MHz 155 MHz 155 MHz 156 MHz 156 MHz 156 MHz 150 MHz 157 MHz 166 Pentrum Processor with MMX Technology

<sup>\*</sup>As compared with a Pentium processor at same spood running Intel's Media Benchmark.

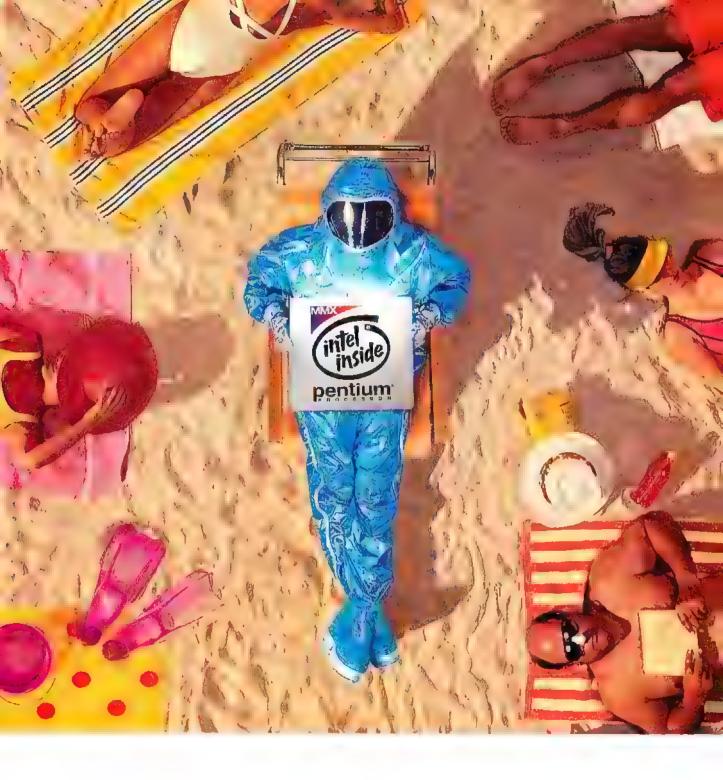


1997 Intel Corporation. "As compared to a Pennsina processor withous MMA," technology at same speed measured on Intel's Media Renchmark

Catch a few rays of rich, brilliant color. And while you're at it, go for fuller sound, smoother video and faster graphics.\* You can get it all from a PC that has a Pentium processor with MMX" technology Combine it with software designed for MMX technology and you'll get the most from your multimedia experience. Intel's MMX media enhancement technology. It's the technical term for fun. 

\*\*Now only test 1\*\*





Need a little more color?



new instructions that were developed with multimedia applications in mind. The instructions assist in processing video, audio, and graphics more efficiently.

These instructions allow software developers to code for faster video frame rates, making for smoother, more realistic video. And they give them the ability to create more lifelike audio, thanks to improved noise reduction and music synthesis for compressed audio files. MMX technology also makes advanced applications such as videoconferencing, which previously required complex hardware add-ons, more practical and better looking on the PC.

MMX technology operates 64 bits at a time-general-purpose registers on Intel processors have only 32 bits-but maintains full compatibility with existing applications and software. The Pentium® processor with MMX technology also has a larger primary on-processor cache to boost performance on standard applications. This approach ensures compatibility while maximizing performance.

The Pentium processor with MMX

technology is the latest example of how Intel continues to increase microprocessor performance by combining advanced manufacturing processes with innovative designs. In recent years the company has been able to shrink the width of the circuit lines on its processors to 0.35 micronsabout 1/300 the width of a human hair. This means that more transistors, and new features such as MMX technology, can fit on each processor—there are more than 4.5 million transistors on each Pentium processor with MMX technology -at lower manufacturing costs.

#### The Proof Is in the Software

Because the 57 new instructions focus on multimedia, MMX technology keeps the central processor from getting bogged down. Normal housekeeping functions are performed more quickly than ever before, and new programs written specifically for MMX technology can perform at higher levels to ensure a great multimedia experience! Software developers can concentrate on delivering 24-bit true color; smoother video playback; more realistic 3-D graphics and animations; and clear, rich sound.

Intel has worked closely with leading software developers to clearly demonstrate and deliver the benefits of MMX technology. Many leading-edge, high-performance applications are now available for systems based on the Pentium processor with MMX technology (see "Software Completes the Multimedia Picture"), and the number will increase throughout the year as the Pentlum processor with MMX technology becomes the standard for high-performance personal computing.

For people who want access to the latest game and education titles, surf the World Wide Web effectively, talk to family and friends using videophone technology, or perhaps design their dream home or compose the next great modern symphony, the Pentium processor with MMX technology delivers the performance they need-today and in the future.

t Starts With Your Photo aur own Make your own calendars osters FA

### With MGI PhotoSuite



You can create hoto greeting cards

It's a Snapl The Easiest Way to Edit, Capture, Catalog and Transform Your Photosi

your snapshot is just the beginning... now it's time to have fun with photographs on your computer! With MGI PhotoSuite and just a few mouse clicks, you can fix red eye, retouch images, crop unwanted areas or brighten dark photos. Apply special effects to create a masterpiece, then with MGI PhotoSuite's huge library of templates, make your own customized greeting cards, posters, calendars and more! You can even send your photos over the Internet or make Web photo catalogs. All for only \$49.95\*!

' Designed for Intel MMXTM technology."

Visit your local retailer or for more information, contact MGI Software Corp. at 1-888-MGI-SOFT or visit www.mgisoft.com
(Priority Code ps207)











Have fun with faces using special effects

ONLY \$49.95

Mis PhotoSorte is available at Best Bus, Computes, Computer City, Eighhaid, wave Shop, Media Play and other time software retailers. "Extringtion stroot price in U.S. dollars, 41 Best Softer passes or the u.S. o. "Viridova passed berne photocoming, software form Pf." Data Reports, and Dec. 1996 © 1999-1997 MGI Software Corp. All tights inserved. MGI and MGI PhotoSorte are reademarks or registered trademarks or their respective as second.



In lauch' Module for easy access to TV, radio, CD, speakerphone and answering machine

Sleep button with Instant On



200MHz Pentium' processor with MMX' technology, 256KB level 2 cache

3.4 Influentigte (=3.0GR) hard dries

32MB IsDO DRAM, expandable to 128MB



12X CD-ROM

\$3 ViRGE\* DX 3D graphics urcelerator, 2MB 50ns EDO DRAM

SoundBlaster" Pro audio system with SRS+3D Sound



33.6khps modem

Full-duplex speakerphone

Digital answering machini

Internet-ready



#### Introducing the new Infinia with InTouch.

Your idea of home computing is about to change. Just watch your kids. The Infinia home PC from Toshiba lets them talk to Grandpa over the speakerphone while they're doing homework. It's a cinch. But Infinia is definitely not kids' stuff. Packed with power, it offers excellent multimedia enhancements

The male shows sible leftma 7201



#### When you're ready for a different computer.

like a 3D graphics accelerator. Plus, the new InTouch Module lets von jump between functions with the touch of a button. And Infinia has a wealth of expansion capabilities--including full-length PCI and ISA slots, three additional drive bays, and two universal serial bus ports for easy plug-and-play of peripherals. And Infinia is from Toshiba, the number one name in portable computers. To learn more, visit the Toshiba Web site at http://computers.toshiba.com/or/call/1-800-457-7777.



## Guide to Computer Systems

## Based on Pentium Processor with MMX Media Enhancement Technology

When you're ready to purchase a system based on the Pentium processor with MMX technology, you have a wide choice from many vendors, Including desktop and notebook models. The information in this section is designed to give you an overview of basic system configurations, as well as a few representative systems. Actual prices and configurations will vary. Your best source for a complete, updated list of desktop and notebook systems can be found at Intel's mmx.com Web site.



Desktop systems are readily available at speeds of 166MHz or 200MHz, and have features and peripherals that, when combined with software designed for MMX technology, give you a compelling, lifelike multimedia PC experience enriched with enhanced imaging, video, audio, and graphics.

Although desktop prices range from slightly under \$2,000 to nearly \$4,000, what you get and what you pay are determined by processor speed, CD-ROM speed, memory size, sound quality, and other factors. Because these systems are designed to run multimedia applications, most offer these key features:

#### **Large Monitors**

Visually rich applications such as imaging programs and games require a broad canvas on which to paint and play. With few exceptions, Pentlum processor with MMX technology desktop systems come with 17-inch displays that help pull you into the action onscreen.

#### Plenty of RAM

Today's sophisticated multimedia applications are not small in ambition or in



Look for this to know which computers have the Pentlum processor with MMX technology inside.

memory requirements. With those requirements in mind, most Pentium processor with MMX technology desktop systems come standard with 32 megabytes of RAM and can be expanded. If you're serious about multimedia applications, you may want to avoid 16MB systems and start with a baseline of 32MB.

#### Large-Capacity Disk Drives

Just as multimedia applications require a lot of memory, the resulting images and files can quickly consume a lot of disk space storage. That's why most of these systems give you at least three gigabytes—that's 3,000MB—of storage space

#### **Ultra-fast CD-ROM Drives**

CD-ROM-based games and other applications depend on fast response times to make the action lifelike and keep it moving. Depending on how fast you like your action, these systems offer drives from 8X all the way up to 16X.

#### **Fast Modems**

Whether you're downloading a favorite new program, playing games over a network with friends, or otherwise sending lots of data back and forth, a fast modem is a must, so all Pentium processor with MMX technology desktop systems offer 33.6Kbps data modems, with a few going up to 56Kbps.

#### Sound Systems

High-quality sound complements graphics, video, and images, so these systems feature speakers and other sound system—components—that enable the most sophisticated stereo soundscapes.

#### Telephony and Communications

In addition to useful telephone features such as PC-based dialing, faxing, and multiuser answering machine functions, many of the new Pentium processor with MMX technology-based systems come preloaded with Intel Video Phone capability to allow you to see as well as hear the person with whom you're talking.

#### On the Desktop

#### Compag Presario Series

Compaq has added MMX technology to its Prasario line of desktop computers, with configurations dependent on the target audience. The 4000 Series, for example, brings 3-D graphics, stereo sound, fast internet access, videophone receiving capability, up to 18X CD ROM drives, and Pentium processors to home PC users. Compaq notes that Presario models that incorporate the Intel Pentium processor with MMX technology offer up to a 20 percent performance advantage in traditional computing applications and will drematically enhance the multimedia experience for software applications designed for MMX technology.

The Model 4764 Minitower features a 166MHz Pentium processor with MMX technology and the following capabilities:

- . 24MR of BAM
- 2.5GB hard drave
- . 16X CD-ROM drive
- JBI. Pro speakers

Price, \$1,899

The Model 4770 Minitower offers a 200MHz Pentium processor with MMX technology, 32MB of RAM, and 3 8GB hard drive Price: \$2,299.

The \$2,399 Model 4784 Minitower also features a 200MHz Pentium processor with MMX technology.

The slightly more expensive Compaq Presario 8000 Series is designed for multimedia enthusiasts who demand state-of-the-art entertainment capabilities. The Minitower 8772 comes with:

- . 48MB of RAM
- . 6.5GB hard drive
- 16X CD-ROM drive
- 56Kbps upgradable modem
- . Power VR Arcade 3-D Graphics
- 6MB of graphics memory.

Price \$2,999

Compaq has also released a line of notebook systems with MMX technology (see "On the Road").

The Pentium processor with MMX technology models include software titles such as POO and Ultimate Human Body II. The new models also feature comprehensive Internet and videophone communications, providing Internet access and videoconferencing capabilities over standard phone lines.

#### **HP Pavilion 7370V**

Hewlett-Packard's Pavision 7370V minitower system is designed for true arcade-style gaming experience in your living room. Based on a 200MHz Pentium processor with MMX technology, the 7307V comes bundled with 50 software titles, including MechWarrior 2, Whiptesh, Gremlin, TripMaker, Billboard Music Guide, and Blackbuster Entertainment Guide to Movies.

Other features include:

- . 32MB of RAM
- 4GB hard drive
- 6MB of video memory for high-resolution graphics
- · MPEG for full-screen, full-motion digital video
- 17-inch monitar
- 16X CD-ROM drive

Street Price: \$3,550

#### **IBM Aptiva Series**

Designated by IBM as home computers, the Aptiva series features two models: the 166MHZ Aptiva S80 and the 200MHz Aptiva S90. IBM says that these models improve standard multimedia applications by 10 to 20 percent and boost pack-



ages designed for MMX technology packages by 40 percent. To ensure that you experience that performance boost, IBM bundles the following titles: POD, The Ultimate Human Body, and The Third Dimension (see "Software Completes the Multimedia Picture" for details). Both models come standard with:

- . 32MB of RAM, expandable to 128MB
- Up to 3.26B capacity hard drives
- BX CD-ROM drive

As an added benefit for you game players, IBM bundles some Aptiva systems with an IBM joystick and a cordless mouse. The Aptiva series is built to support future technologies, including DVD and USB peripherals, to enable you to take advantage of future innovations in home multimedia computing.

List Prices: \$2,399 to \$2,599 (monitors sold separately)

Similar, stightly less expensive systems are PC 330 and PC 350.

#### Packard Bell Platinum™

Packard Bell features the powerful 200MHz version of Intel Pentium processor with MMX technology in its premium Platinum computer systems. And with the added value of hot new MMX technology software titles, these new products wow consumers with a total multimedia experience that puts more fun than ever into owning a new PC

Other features:

- 32MB of RAM
- 3.2GB capacity hard drive
- 16X CD-ROM drive
- 33.6Kbps modem

Approximate street price: \$2,200

#### Mobile PCs

Mobile PCs featuring Pentlum processors with MMX technology are available at speeds of 150 or 166MHz. Larger displays, fast CD-ROM drives, and MMX technology combine to make this new crop of mobile PCs impressive multimedia systems. These new capabilities enable richer

sound and smoother video in your persuasive presentations.

#### On the Road

The first Pentium processor with MMX technology-based notebooks to debut included the:

- Acer AcerNote Nuovo 975 (priced at \$4,600)
- Digital HiNote VP 545 (\$4,800)
- Gateway 2000 Solo 2100 P5-150MMX (\$4,199)
- Micron TransPort XPE (\$4,999)
- NEC Versa 6050MH (\$4699)
- Toshiba Tecra 740COT (\$6,740) This system
  provides a first in display tachnology in this
  group, an XGA resolution screen that
  provides the same display space as a 15-inch
  CRT monitor. Even with this highperformance display, the Tecra manages
  more than three hours of battery time. The
  Tecra also offers built-in videoconferencing
  with data sharing and whiteboard capability
  that can be performed over a standard
  telephone line.

#### Compaq Presario 1080

This is the high end of the 1000 mobile PC series and the only system in that series to date to feature Pentium processor with MMX technology, the 166MHz version. Some of the features of this unit demonstrate how mobile PCs are catching up with desktops:

- 12-inch display
- . 16MB of RAM
- · 1.44GB hard drive
- . 10X CD-ROM drive
- 33.6Khps modem
- · Stereo speakers with PremierSound Audio
- Joystick game port
- · Integrated 16-bit stereo sound
- MPEG, specially tuned for MMX technology

Price: \$4,499

#### **AMS Tech Travel Pro Series**

AMS's Travel Pro 188 and 2010 each feature the 166MHz version of the Pentium processor with MMX technology. The 188 model comes with

- . 16MB of RAM, expandable to 64MB
- · 12-inch display
- · 2GB hard drive
- Sound Blaster Pro-compatible sound and stereo speakers
- . Up to 1.5MB of video RAM
- NeoMagic Accelerated Video

MMX technology adds a new dimension to the mobile PC experience at no substantial increase in price over traditional models. Because mobile PCs are more self-contained than desktop units, the number of configuration options is smaller. For complete, up-to-date information, check the mmx.com Web site.



## CTURE

TRODUCING ADOBE PHOTODELUX









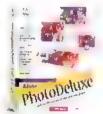
Change Background



Bodu Switch

With Adobe's help, you can open the old family album to a new world of exciting possibilities. See Dad with hair and Mom bald. Try little Jimmy with the body of a weightlifter. Relocate Sis to the Great Wall of China. Remove the red-eye that hit the entire family on Christmas Day, 1986. Or just remove your Uncle Scott from the picture altogether. All you need is

Adobe PhotoDeluxe and a little inspiration to have funwith your photos in ways you've never imagined. Create greeting cards, calendars or magazine covers. Retouch old photos. Dress up school work or correspondence. Or just treat Grandma to a facelift and then use PhotoDeluxe to get her photo ready for delivery on the Internet. If you can point a camera and click a mouse, you can do this. And a lot more. Adobe PhotoDeluxe, from the people who pioneered the digital image. Now the picture is complete.







If you can dream it, you can do it."



# Software Completes the Multimedia Picture





Some things were made to go together, and that's the case with Pentium® processor with MMX™ technology and many of today's hot multimedia titles. Major software developers have recognized the benefits of MMX media enhancement technology and are now offering applications that take advantage of them.\* This guide is just a partial listing of the software designed for MMX technology to help you select applications that exploit the power and features of your Pentium with MMX technology-based system.

#### Games/Entertainment

#### pod™

Ubi Soft Entertaliument Inc.

pod is a real-time racing simulation game in which your challenge is to be the first to escape a planet where a deadly virus is rapidly destroying all life. Playable both locally and over the Internet, pod was designed to achieve amazing graphics, video, picture processing, and sound performance that heighten your overall experience of the game.

#### Rebel Moon Rising™

Fenris Wolf Ltd.

This multiplayer interactive action game pits you against earth forces in the First Lunar War. Twenty distinct levels of simulated combat, taking place in four different locales, provide a constant challenge. Maximizing the capabilities of Intel's MMX technology, Rabel Moon Rising features advanced color lighting to immerse you in a realistic environment.

#### Eraser-Turnabout™

Imagination Pilots Entertainment

In this interactive video sequel to the Arnold Schwarzenagger movie Eraser, you are an agent lighting the forces of corruption as you search for a traitor in your midst. Amid realistic, interactive settings and an array of characters played by professional actors, you must uncover who is working against you and why.

#### Cyber Troopers Virtual On™

Sega Entertamment Inc.

Choose from eight "Virtualoid" opponents as you charge

into high-speed battle in this robot fighting game. To help you vanquish your foes, Intel MMX technology gives you f6-bit color at 30 frames per second, multiplayer network combat, and two-player split-screen mode.

#### G-NOME™

7th Level Inc.

G-NOME pushes real-time simulation over the edge with the clash of man and machine as you face the armored giant. G-NOME is a networked multiplayer game that combines fast action, brilliant images, sound, and graphics to give players an exhibitating multipledia experience

#### Jonny Quest®The Real Adventures: Cover-Up at Roswell

Virgin<sup>TM</sup> Sound and Vision

Something has crash landed on Earth—a satellite, according to the government. But the Quest Team knows better. As alien craft, strange alien objects, and a dangerous quest all becken you to come inside as you use cool technogadgets to solve the mystery.

#### Education

#### Visual Home™ Deluxe

Books That Work

Now you can visualize and experiment with home design by using the new internet-enhanced version of Books That Work's home-design tool Visual Home. Use the 3-D rendering engine designed for Intel's MMX technology to experience fast walkthroughs of homes/models either alone or with someone else over through Internet-enabled design sharing.

#### The Timetables of Technology™

Byron Preiss Multimedia Company Inc.

Copublished with Simon & Schuster Interactive, The Timetables of Technology uses 3-D navigation to let you explore and view the history of technology by topic, eras, and years. Designed for MMX technology, this title features

<sup>\*</sup>Some applications come preinstalled on now systems, while others are available for separate purchase at rotail. As always, make sure to check system requirements on the box before purchasing any software that is not one statistic.

the latest in rendered 3-D spaces, a true 3-D audio environment and voice-over narration to all 1.460 of the timeline's entres.

#### The Ultimate Human Body 2.0™ with MMX™ Technology

DK Multimedia

Thanks to Intel's MMX technology, DK Multimed:e's major upgrade of The Ultimate Human Body lets you look beneath the skin; take a guided tour of the structure, systems, and organs of the body; and learn about every part. View and manipulate fully textured and lit 3-D models of the skeleton and major body parts. To further improve your viewing experience, Intel's MMX technology provides full-screen video, smooth animation at 25 frames per second, and 16-bit color.

#### Space Station Simulator™

Maris Multimedia

Employing Intel's MMX technology, Space Station Simulator provides a 3-D world that lets you design, construct, and explore your own model of the International Space Station currently under construction by several countries. MMX technology gives you detailed, high-resolution views of the earth, advanced simulation, 16-bit color, and rich texture.

#### Logic Quest™

The Learning Company®

This dynamic medieval adventure with challenging mezes, puzzles, and construction activities brings the past to life to help curious explorers devalop thinking, problem-solving and creativity skil.s.

#### Frank Lloyd Wright's Fallingwater

Omniview<sup>®</sup> Studios

Roam the house and grounds of Fallingwater, the famous architect's masterpiece. No other tour, on video or through still photography, can offer the 360-degree in-depth coverage that Omniview's Photobubbles<sup>TM</sup> deliver Intel's MMX technology gives you fester frame rates, smoother operation, and higher resolution.

#### Imaging

#### The Third Dimension™

Davidson & Associates

With this combination toy and tool, adults and kids alike can easily create and manipulate an endless variety of animated worlds. Innovative and entertaining tools allow you to import your own backgrounds, textures, and objects, or use those that come with the software. Graphics and audio libraries designed for Intel's MMX technology provide smooth animation and excellent sound.

#### Adobe® PhotoDeluxe™

Adobe Systems Inc.

PhotoDaluxe lets you customize photos and images by following either built-in activities or your imagination through the process of modifying, personalizing, and enhancing digital images. Intel's MMX technology improves your ability to add special effects to your photos, such as soft lighting and fog

#### Kai's Photo Soap®

MetaTools Inc.

Kai's Photo Soap lets you clean up your digital photos, easily fixing common problems such as "red eye," color casts, scratches, and fuzziness. Soap will also romove wrinkles and scars and rotate and resize, all in real-time

#### EasyPhoto™ Reader

Storm Technology

EasyPhoto Reader lets you store, organize, find, enhance, and use photos on your PC Designed for MMX technology, built-in EasyPhoto software improves JPEG compression/decompression, greatly reducing wait times for opening, saving, using, or printing any size photo, even at high resolution. Photos can then be used in word-processing, imaging, creativity, and presentation applications.

#### Picture It!™

Microsoft Corp.

Picture It! imaging software lets you manipulate photos and create personalized cards, calendars, and other projects on your PC. Being the first FlashPix<sup>TM</sup> product designed for MMX technology and with built-in Internet capabilities, users will enjoy greater than 30 percent performance improvement in key imaging tasks.

#### MGI VideoWave\*

MGI Software Corp

VideoWave is a complete video publishing program featuring an intuitive design for easily capturing, editing, and creating full-motion video for home, office, and Internet use VideoWave takes advantage of today's most advanced multimedia PC technologies including MPEG, QuickTime®, Intel Indoo, and Microsoft ActiveMovie™ and supports a variety of inputs sources including video cameras, VCRs, and video-capture boards

#### Intel Video Phone with Proshare\*Technology

Intel Corp

Intel Video Phone technology, preconfigured on many newer systems, lets family and friends talk to and see each other over standard phone lines while they talk. MMX technology improves the viewing experience through better video signal compression, allowing you to present a smoother, clearer picture white maintaining overall system responsiveness.\*

#### Intel Smart Video Recorder III and Indeo\* Video Software

Intel Corp.

If seeing is believing, then nothing brings more power to communications than video. The Intel Smart Video Recorder III lets you create digital videos to enhance e-mail, or to include on your Wab site. Anyone with a Pentium processorbased PC can play the videos back—without additional special hardware Intel Indeo video software eliminates the need for add-on hardware by letting you play back video in software.

#### Sound

#### S-YXG™50C Software Wavetable Synthesizer

Yamaha Systems Technology Inc.

By combining Yamaha's synthesizer technology with Intel's MMX technology, you get an inexpensive, high-quality application that lets you compose and edit music on the desktop, without having to buy additional hardware. MMX technology makes it all possible by providing digital signal processing while still maintaining abundant processor bandwidth to play software synthesizer music.

#### Kurzweil Voice™ for Windows\* Personal Edition Release 2.6

Kurzwat

Use voice input to create an easy and natural approach to personal computing. Using Intel MMX technology, advanced discrete speech recognition technology creates letters, reports, and e-mails more easily and efficiently by yage.

#### Other Cool Stuff

#### Director\* 5 and Shockwave\*

Macromedia Inc.

Director 5 is an authoring tool for multimedia and the Internet. Shockwave provides clickable ammations, graphics, and audio from within Web browsers Both applications have been designed for Intel's MMX technology.

#### Realistic Display MiXer (RDX) and Realistic Sound EXperience (RSX)

Intel Corp.

Realistic Display MiXer lets you quickly mix 2-0 graphics, animation, and video with 8-bit or 16-bit color Realistic Sound EXperience lets you create 3-0 positional sound in software.

<sup>\*</sup>Performance may very based on actual hardware and software configuration as well as quality of phone line connection.

## GAMER'S EDGE

Your Source for Ruthless Strategies, Tips, Cheats, and Hacks

STRATECT & TIPS

## MOO II

How to Make the Galactic Cream Rise to the Top

by Tim Carter

o, yourd like to be a galactic demagogue, but just can't seem to get your conquests off the ground. Or, pertrips your best-land plans for universal tyramiy consistently full flat before you've dominated a paltry eight star systems. Lake all good strategy games, MOO II takes planning to win, particularly at the higher levels of difficulty.

At the Impossible level of difficulty, your strategy will have to be dictated somewhat by the busic characteristics of the game. To begin with, lighting wars early in the game is a complete waste of time, Also, building a stable,

prosperous empire requires investment in economics and research early on These investments pay off quite a bit later in the game (and a lot later than in MOO I), but they are essential to winning consistently

Because of the unique technology free (see chart), players must tailor their economic, military, and research strategies to the rhythm of the game. A typical game of MOO II can be subdivided by the problems that confront aspiring emperors as their empire expands.

#### **BUILDING AN INTERSTELLAR ECONOMY**

When you begin, you are faced with a production and expansion problem. Your economy is simply too weak to build the number of colony ships



go on and BUY IT Early on, you shouldn't wait the full 20 turns for colony ships and essential structures to be built before buying factories. This way you'll produce more in fewer turns



KLAK ON, KLAK OFF Picking your race is your first crucial step. If you plan to select a custom race, Subterran Charismatic, and Creative are powerful bonuses to have.

few space empires tend to have nice straight borders, and those nasty compoter opponents will be moving into your territory faster than a Salicoid swallows a granite sandwich

Speaking of food, any fast-growing empire will either run out of food or spend far too much money and industry on freighters and farmers—unless you plan in advance, that is:

With these issues in mind, let's consider a few nicial characteristics. Any race can win the game, and usually players will begin customizing their race early on. When customizing, remember that Genetic Mutation allows you to completely rework you race roughly harfway through the game. Thus, your unital characteristics should be tailored to your most immediate problems, rather than those you will face later. In general, it's a good idea to trade combat disadvantages for economic advantages.

How you approach this is mostly a question of personal preference. Only Charismatic is essential, as the diplomacy bonus is often crucial to peaceful relations with your neighbors, which you must maintain at all costs until the middle of the game. Personally, I like Subterran, The ability to raise your overall population by about a third is, after Creative—which is fantamount to cheating an my book—the single greatest advantage in the game.

Infrastructure,
Once you
overcome this
problem, you
may encounter
some territorial
difficulties, as

ytat require.

and too much

shipbuikling

will leave you with a stultailed

research effort

and an under-

developed economic After you have picked a race, you are ready to begin. To maximize production, I suggest selecting hydroponic farms for your first technology, as this will free up your population for work in the factories. Also, while engine speed and range are key start-up technologies, the sooner you get some industrial assistance, the sooner your economy can start growing.

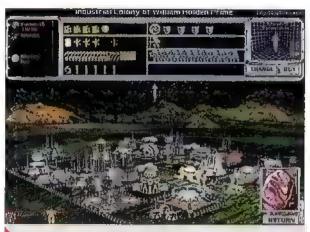
For instance, an abundant planet with a single worker and no bonuses or penalties will generate three production points per turn. Buy an automated factory for this planet soon after colonizing it and this figure jumps to more points per turn, effectively tripling your initial growth.

#### R&D'S THE LIFE FOR ME

Micromanagement is your friend. Research the right technology, then buy aggressively at the planetary level. Don't wait 20 turns for a colony ship to be finished before building that factory either. Switch production, buy the factory, then go to the ship. If you check the times on your building queue, you'll see that even though you switched back and forth, your colony ship will still be finished faster.

If you colonize a gaia planet early, buy freighters, switch several extra population units to the new colony, and have them all produce food. The extra harvest will free up population elsewhere to build ships,

On the exploration side, you obviously want to visit as many systems as possible as quickly as possible, and then colonize the best ones as quickly as you can build the slaps. To ensure that you get the planets you want (and need), establish viable boundaries for your empire from the very start of the game. While black holes and long gaps between planets



**GROWING PAINS** Once cities get huge, you'll encounter food shortages. Make sure you research terraforming and subterranean farms early on in order to head off this disaster.

can act as buffers, you will need to aggressively use outposts to guarantee your fair share of space.

Ontposts are cheap to build, and can secure a star system for you until your big planets can afford to build a colony ship. At the start of the game, build two or three outpost ships for every colony ship, and use them to stake out your territory. Computer opponents will generally leave systems you claim via outposts alone, at least until a war breaks out.

#### MOO II Technology Charts

#### **USING THE CHART**

All of the information presented here is also included in the instruction manual. We have recast it here in chart form to help any aspiring Ming the Merciless plan his galactic conquest. Unless your race has the Creative trait, you will have to choose

Path C

between the options for each level of technology.

Two keys to optimum technology management are effective trading and minimal investment in obsolescence. When trading, consider the following questions: whether or not you need a particular technology; and, if trading for this tech allow you to research another, equally important technology when you get to the next level. Use the chart to compare the tech level of what the computer opponent is offering against

>>> Continued on pg 214

	1,	Colony Base	Star Base	Marine Barracks
	2.	Anti-Missile Acckets	Fighter Bays	Reinforced Hutl
<u></u>	3.	Automated Factories	Missile Base	Heavy Armor
*	4.	Battle Pods	Troops	Survival Pods
9 1	5.	Spaceport	Armor Barracks	Fighter Garrison
L	6. 1	Robo-Miner Plant	Battle Station	Powered Armor
0 0	7.	Fast Missile Racks	Advanced Damage Control	Assault Shuttles
-	8. 1	filen Construction	Ground Batteries	Battleoids
c h n	9.	Recylectron	Automated Repair Unit	Artificial Planet Construction
9	10.	Robotic Factory	Bomber Bays	
_	11. [	Deep Core Mine	Core Waste Dumps	
	12	Star Fortress	Advanced City Planning	Heavy Fighters
	13.	Doom Star Construction	Artemis System Net	

		Pawar	
	Path A	Path B	Pata C
-	1. Nuclear Drive	Nuclear Bomb	
Lev	2. Colony Ship	Freighters	Outposts Transports
_	3. Fusion Drive	Fusion Bomb	Augmented Engines
60	4. ion Drive	ion Pulse Cannon	Shield Capacitator
0 10	5. Anti-Matter Drive	Anti-Matter Torpedo	Anti-Matter Bomb
=	6. Transporters	Food Replicators	
C II	7. High-Energy Focus	Energy Absorber	Megaliuxers
He.	8. Proton Torpedas	Hyper Drive	Hyper X Capacitators
	9. Interphased Drive	Plasma Torpedo	Neutronium Bamb

#### **GAMER'S EDGE**

#### MOO II Technology Charts

>>> Continued from pg 213

what it wants in return, and also to see if the trade will open up other research possibilities for your scientists in subsequent technology levels.

There is no point in researching a particular advance if you are going to research a superior advance in the same area before you need either one. For instance, unless you are under attack and rely heavily on missile bases for defense, you may wish to avoid a few missile techs, and get economically useful advances instead. Also, nuclear missiles can be MIRVed on your ships, giving them a considerable shelf life, Similarly, if you are in a good cash position, you may wish to bypass the

Spaceport and wait until later to research the Currency Exchange and Stock Exchange to boost your revenue.

Finally, remember to plan ahead. Use the chart to plot three or four research choices ahead, so that you can be sure that you are meeting your empire's most important needs first.

			CII	1089	
		Path A		Pal	h B
N.	1.	Space Academy			
Le	2	Xeno Psychology		Allen Manage	ement Center
2	3. P	<mark>anetary Stock Ехспы</mark>	nge		4
010	4.	Astro University			
Technolo		Advanced Governmer pends on race gover		*	2
in a	6. Gal	aolic Currency Excha	nge		

ī		Path A	Path B	Path G		
	1.	Electronic Computer				
	2,	Research Laboratory	Optronic Computer	Dauntless Guidance System		
	3.	Neural Scanner	Scout Late	Security Stations		
	4.	Positronic Computer	Planetary Supercomputer	Holo Simulator		
	5.	Emissions Guldance System	Rangemaster Targeting System	Cyber Security Link		
	6.	Cybertronic Computer	Autolab	Structura) Analyzer		
	7.	Android Farmers	Android Workers	Android Scientists		
	8. Virtual Reality Network		rtual Reality Galactic Cybernet Network			
	9.	Pleasure Dome	Moleculartronic Computer	Achilles Targeting Unit		

C h	om lete:	y
Path A	Path B	Path C
1. Nuclear Missile	Slandard Fuel Cell Titanium Armor	Extended Fuel Tanks
2. Deuterium Fuel Cell	Tritanium Armor	
3. Merculite Missile	Pakulton Processor	
4. Pulson Missile	Atmospheric Renewer	Iridium Fuel Call
5. Nano Dissemblers	Microlite Construction	Zorlium Armor
6. Zeon Missiles	Neutronium Armar	Uridium Fuel Cells
7. Thorium Fuel Cells	Adamantium Armor	
Path A	Path B	Path C
1. Hydroponic Farm	Blospheres	
2. Cloning Center	Sall Enrichment	Death Spores
3. Telepatitic Training	Microbiolics	
4. Terraforming		
5. Subterranean Farms	Weather Controller	
6. Psionics	Heightened Intelligence	
7. Bio Terminator	Universal Antidote	
	Gala	Evolutionary
	Path A  1. Nuclear Missile  2. Deuterium Fuel Cell  3. Merculite Missile  4. Pulson Missile  5. Nano Dissemblers  6. Zeon Missiles  7. Thorium Fuel Cells  Path A  1. Hydroponic Farm 2. Cloning Center 3. Telepathic Training  4. Terraforming  5. Subtercanean Farms  6. Psionics	Path A  1. Nuclear Missile  1. Nuclear Missile  2. Deuterium Fuel Cell  3. Merculite Missile  4. Pulson Missile  5. Nano Dissemblers  6. Zeon Missiles  Path A  Path B  1. Hydroponic Farm  2. Cloning Center  3. Telepatitic Training  4. Terraforming  5. Subterranean Farms  6. Psionics  Plant A  Path B  Biospheres  Soil Enrichment  Microbiolics  Meather Controller  Microbiolics  Heightened intelligence



HELLO NEIGHBORS To keep in good graces with your neighbors, sign non-aggression pacts and then give them gifts, such as useless systems you can't colonize.

Once you have made contact with your neighbors, immediately begin to settle the outermost planets in your territory. If you build from the inside out you will give the computer a chance to snatch the systems that lie between you and it. If, on the other hand, you quickly occupy your "frontier," the computer will have to look in other directions to expand, leaving you to colonize the rest of your empire in relative peace.

Always put the outpost on the best planet in the system, as when you build a colony on top of an outpost you get a free marine barracks. It's one less building to buy, and can help your morate under some types of government

Don't hesitate to build outposts in uscless systems (no colonizable planets) either. Provided the system is not within the boundaries of your empire, you can later "give" it to a computer opponent as a gift. This costs you nothing, benefits your opponent nothing, and gams you considerable goodwill, which makes deals easier and helps you win votes in the election. Also, outposts can act as early warning posts, as the computer will generally attack them first during a war, giving you additional time to organize your defenses

# rewealthin HYPER PROGRAMMABLE DWI

FULL CONTROL OVER YOUR CHARACTER'S VIEW

PENORM UNBERWATER STE

AND LAUNCH A BERIEF OF

MACRO 1- UNIAKE

MACRO 2: MDK

MACRO 3: VIRTUA FIGHTER" PC

Macro 4: CyberGladiators

Available Sctronics Boutique Best

37 ACT Laboratory Ltd. All rights reserve.

pland ACT Labe are trademarks of ACT Laboratory Ltd.

card he property of their respective owners.

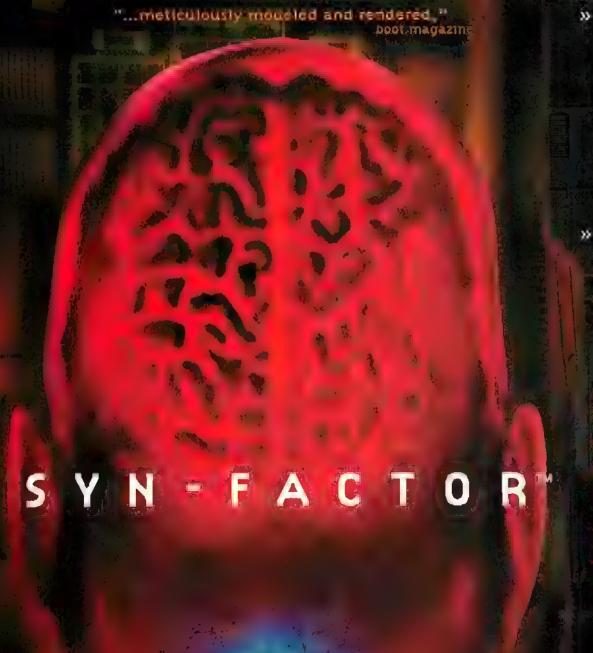
Programmable Buttons THE POWERRAMP ARCADE STICE BRINGS THE ARCADE EXPERIENCE **YOUR PC ACT LASS HYPER** PROGRAMMABLE TECHNOLOGY TO THE UP TO 10 KEYBOARD COMMANDS INTO **ESINGLE POWERFUL BUSTON** PROGRAM POWERRAMP WHIST ARE IN YOUR GAME AND SAY WOU BUTTON SETTINGS INTO YOUR BERARATE GAME MACRO

LOADED WITH 14 HYPER





http://www.actiab.com 1-800-980-9997



» Fully detailed. Fully interactive. Fully lethal universe.

» Multiple environmen keep the danger fresi

beautiful world. Someone's gotta screen

» Killer 3-D rendered graphics

SOON the synthetic implant will up a ractor in all our lives."







Piranha interactive Publishing Inc. 1839 West Brake, Suite II Tempe, Arizona 85283. Tele: (602) 491-0500 Fax: (602) 491-0590 http://www.piranhaimeractive.com 1-800-Piñahha » Do yourself a favor, go to the store and buy iti

#### GAMER'S EDGE

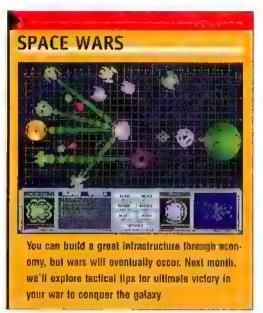
As you can't sustain a senous war in the early going, diplomacy is crucial. Make nonaggression pacts with everyone you can, and back them up with trade and research deals. When possible, It's a good idea to give gifts to the altens as well as noted, useless systems are the best gifts. Never, ever, start a dispute with a computer opponent unless you are ready and willing to go to war.

Early in the game everyone but you will engage in espionage. As spying is a good way to incite a war, I don't recommend it. However, it should free up your trading. After all, if the opposition is going to steal your technology anyway, you might as well see what you can get for it on the open market.

The computer will rarely offer you a fair deal for your technology, but don't let this deter you from making trades anyway. When deciding on an apparently topsided trade, define the worth of a technology in terms of what it can do for you, not what it cost to research. For instance, the computer will typically offer missile base tech in return for, say, terraforming. While this seems unfair, terraforming won't really help the computer much because it tends to handle food mefficiently arryway, while

to handle food melfficiently anyway, while colomics st

SCOUTING REPORT Expand quickly early on. But build outposts to secure your rights to a planet in case you can't (or don't want to) colonize it right away.



missile bases are crucial to defending your empire. Take the deal

#### LET THEM EAT GREEN CHEESE

Eventually, you will end up with a food shortage. Because so many good planets cannot initially grow much, you must invest in biology technology early and often. Otherwise, your few fertile planets will end up being used for nothing but farming, and half your income will be going to pay for freighters.

Instead, get to terraforming and subterranean farms as quickly as possible generally at the expense of must other technologies. These two technologies should remove the burden food supply places on your economy, and will have the added benefit of making most colonics starvation-proof in the event of

> a blockade In the long run, farmers are a waste of population, and the sooner you can switch them more towards scientific or industrial roles the better.

#### TIMING IS EVERYTHING

Here is something to remember about technology Keep your long-term strategy in mind when choosing which technology to select. If you are not going to fight early in the game—and I again strongly suggest that you shouldn't



1

## THEARRIVAL

#### CD=ROM ADVENTURE

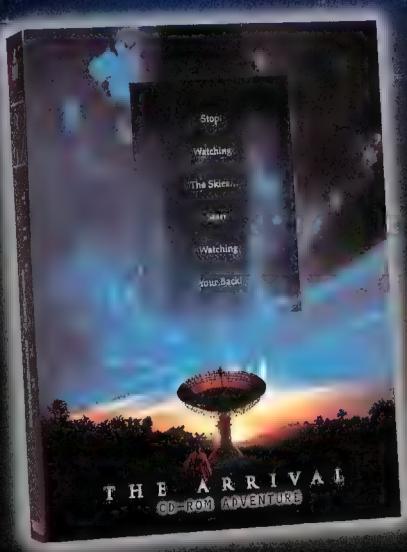








ACRES SAME PART



YOU'VE BEEN ABDUCTEDIII Your assignment is to escape without alien detection, so play a game of "cat and mouse" and work your way through the maze of the alien space station, moon base (mining colony) and three out stations.

As you explore intricate environments and challenging puzzles, you will encounter multiple routes with hundreds of variable story lines. Your mission is to decode the alien safeguards, take control of the alien space station, and find a way back to earth TO WARN THEM!!!

#### NAME FEATURES

- FIRST PERSON FULL 360° POV
- HUNDREDS OF HIGH-RESOLUTION 3-DENVIRONMENTS
- THOUSANDS OF DETAILED SPRITE ANIMATIONS
  OF ALIENS, ROBOTS AND HUMANOIDS
- A HIGHLY COMPLEX FULL SCREEN PUZZLES
  BASED ON ALIEN TECHNOLOGIES
- NONLINEAR MULTITHREADED STORY LINE WITH, MULTIPLE ENDINGS

#### AVAILABLE ON

WINDOWS\* 95 (PENTIUM) AND MACINTOSH CD-ROM

#### SPECIAL REBATE OFFER

WITH PURCHASE OF "THE ARRIVAL" AND "STANGATE" OR "TERMINATOR 2" HOME VIDEOS

Make contact at:

nww.ive-entertainment com

or call 1 800 760 6667

for a free demo





#### **GAMER'S EDGE**



TECHNICAL KNOW-HOW Early in the game, research hydroponic farms and other growth bonus sciences in order to maximize production.

put your effort into economic selections. Because many new inventions replace old technology, try to gauge when you will need what For instance, most beam weapons are useless without a decent targeting comput-

er But, because you are not going to fight tuital late in the game attyway, you may want to skip the Optionic and Positionic computers-getting Research Labs and Supercomputers instead - and then research the Cybertronic computcr when it will be of some use to you. Following the same logic, you may want to skip Battlestations in favor of Robo-miners and then rush straight to Star Fortresses.

In conclusion, remember that MOO II rewards long-term investment. The bonases from morale, industrial building, and research facilities pay much higher dividends than a small, relatively powerless military force. While you are slowly amassing your own personal empire,

use diplomacy to keep your neighbors happy and build, build, build. Sure, in the beginintig you'll be behind in technology and military power, but if you can keep pace in terms of buildings and population, you will be on the correct path to success, and you'll also be in store for much bigger rewards in the long run.

In next month's Gamers Edge, we'll look at warfare in MOO II, and give specific

information about how to build a fleet, how to fight and win factical combat, and how to (ultimately) conquer the entire galaxy. So, until then, build up your infrastructure and get ready for war! §

#### MOO II Technology Charts

Path A	Path B	Path C
1. Laser Cannon	Laser Rifle	Space Scanner
2. Fusion Beam	Fusion Aiffe	
3. Techyon Communications	Tachyon Scanner	Battle Scanner
4. Nautron Blaster	Neutron Scanner	
5. Tractor Beam	Graviton Beam	Planetary Gravity Generalor
6. Sub-space Communications	Jump Gate	
7. Phasors	Phasor Rifle	Multi-phased Shields
8. Piasma Cannon	Plasma Alife	Plasma Web
9. Disruptor Cannon	Dimensional Portal	
10. Hyperspace Communications	Sensors	Mauler Device
11. Time Warp Facilitator	Stellar Converter	Star Gate

	Fore	G . Flai	
	Path A	Path B	Path C
	1. Class I Shields	Mass Driver	ECM Jammer
	2. Anti-Grav Harness	Inerhal Stabilizer	Gyro Destabilizer
V B	3. Class III Shields	Planetary Hadiation Shield	Warp Dissipator
ره	4. Stealth Field	Personal Shreid	Stealth Suit
Á	6. Pulsar	Warp Field (	Lightning Field
0 0	6. Class V Shields	Multi-Wave ECM. Jammer	Gause Cannon
=	7. Cloaking Device	Stasis Fleid	Hard Shields
ech	8. Class VII Shields	Planetary Flux Shield	Wide-Area Jammer
	9. Displacement Device	Subspace Teleporter	Inertial Mullifier
	10. Class X Sineld	Plenetary Barrier Shield	Phasing Cloak



June 1997 For more information and playable demos ca



# We Need More Tires

n 1872, J. Sterling Morton gave the world a great idea. He created a holiday unlike any other, Arbor Day.

This is the 125th Anniversary of Arbor Day, the tree planters' holiday. This year The National Arbor Day Foundation asks you to plant Trees for America, and provide for their care.

Trees Make a World of Difference. Trees make our cities and neighborhoods more liveable. They create quiet places to enjoy, give wildlife a home, and increase property values.

This year, plant Trees for America. For your

free brochure, write: Trees for America, The National Arbor Day Foundation, Nebraska City, NE 68410.





# Play to Willi and Save yourself some mone



Make the ultimate move for serious gamers who know the score when it comes to buying computer gaming magazines. Subscribe to Computer Gaming World now and save

up to 47%!

Every monthly issue brings you exclusive first looks at the hottest, newest games... the latest in multimedia, CD-ROM and interactive environments. Plus winning strategies, master clues, in-depth reviews all the help you need to pump up your system and play out your fantasies on this planet and beyond.

cosmic savings now with Computer Gaming World.

We're worlds apart from any other computer game magazine.

- One year/12 issues \$27.94. YOU SAVE 41%!
- Two years/24 issues \$49.97. YOU SAVE 47%!

Savings based on annual cover price of \$47.40.

To ensure savings, mention this code to the operator who answers your call: 4295.

STRATEGY & TIPS

## Diablo

Tips and Strategies for Defeating the Last Levels of Hell

by Elliott Chin and Greg Fortune

his month's strategy guide is the last single-player strategy for Otabia; and its a guided tour of the Lord of Terror's home plane: Hell In these pages, we'll tell you how to defeat the different Hell-dwelling creatures, as well as give you some tips on spell use and equipment. We'll also reveal the solutions for the final six quests in the game, with three in these pages, and the rest on our CG-ROM and Web site (www.computergaming.com).







Me reveal fines quest solicione (in fines page), solicione (in fines page), solicione (in fines fines

#### The Hosts of Hell

he monsters in Hell are a much scarier lot than those found in the caves.

The five Hell-class creatures are: succubi, black kinghts, counselors, cave vipers, and balrogs. These are simply the base creatures, and each base creature has three more variants that are stronger and deadlier than their parent. So, how do you win in brutal contests against these Hell creatures? That depends on who you're fighting.

#### The Heavy Hitters: Knights, Drakes, and Balrogs

The three melec monsters in Hell (those that engage in hand-to-hand combut), are the kingfuls, darkes, and balrogs. Technically, the balrog variants have a ranged attack, the inferno spell which they employ as a breath weapon. But the range of this attack is short, and they almost always use it as a prelicte to hand-to-hand combat

Considering their awesome physical strength, you need to thin these melee monsters out and attack them one at a time. Letting them surround you is suicide. Unfortunately, in Hell, you can't dispatch monsters as they murch through a door single-file, since there are no doors and the smallest corridor is at least four monsters wide. What you should do, though, is use a combination of retreat and magic to thin out the ranks of the melce hordes so you can fight with more even odds.

#### TOE TO TOE WITH THE WARRIOR

Assuming fast recovery and fast hit items, a warrior can probably hold his own when surrounded by up to three melec monsters. However, against more than three opponents, it's time to exercise the better part of valor (see the Running Away sidebar for details on the warrior's best retreat strategy).

Another factic to consider in order to thin out the ranks of surrounding monsters is to use stone curse on the horde. With this spell, if surrounded, you can stone one or two monsters, run away, and just pick off the few that follow. If you want to stand your ground, stone all your attackers, and attack them freely, you had better have a fast attack weapon — stone curse has a very limited duration.



ap this will alogic the object. This is a specience of this

fire there are fire every about with him cand spells

#### **GAMER'S EDGE**



#### **ROGUES AND SORCERERS**

Rogues and sorcerers should never face more than two opponents in melce image. Using ranged attacks, always run away from monstrous bordes and pick off monsters as they thin out while they're in chase. The warnor's strategy of running away and waiting around the corner works well for rogues and sorcerers, too. Stone cursing members of a rushing borde also works.

If you're a sorcerer who has chain lightning and the mousters facing you are vulnerable to lightning, let the mousters surround you and then unleash a rapid succession of chain lightning spells. This spell can usually eliminate all of the surrounding creatures. This spell also works well for regues. Rogues, and especially sorcerers, should always east mana shield when entering each Hell level; it increases survivability

### The Warrior's Bane: Advocates and Succubi

The most annoying and difficult monsters to kill in Dtabl.O have to be the maged monsters of Hell. They not only launch devastating attacks from afar, but they're also excruciatingly difficult to catch, much less kill

#### THE ROGUE'S FIELD DAY

For the rogue, it's a sample matter to just fire arrows at these monsters and slay them. Succubi won't run away, even when hit by arrows, and neither will advocates. All the rogue needs to worry about is claminating the nuclee monsters guarding ranged creatures before attacking them. To do that, use the corner retreat tactic. Then return to kill the tanged monsters. Rogues can also use fireballs and chain lightning to eliminate ranged monsters from afar.

#### SORCERERS SUPREME

It is likewise easy for the sorcerer to use ranged spells, namely firehall and chain lightning, to slav these demons. Just be mindful of their resistances

and be sure to fire the appropriate spells. The blast radius of fireball comes in handy for killing succubi, because all variants usually burich together to attack. You can also use fire wave to clear out passages before marching into them, but that spell isn't as reliable as fireball. Magistrate variants are slightly deceptive in their immunities and resistances. See the Hell Monsters chart for their vulnerabilities.

#### THE WARRIOR'S HELL

Warriors are pretty much at a loss when to trying to engage ranged monsters in melee. Succubi will run before you get to them, and it is hard to catch up to them. Magistrates teleport away from you, and are just as hard to kill. Never simply click on a succubi and follow her in order to attack. She will always lead you to a room with more succubi, more magistrates, more black knights...you get the idea. For these kinds of creatures, you're better off using magic. Invest the money in fireball and chain lightning spellbooks, and keep an artifact of wazardry handy so you can equip it and fire off decently-powered spells when facing these vile creatures. In Hell, no one survives without using magic

#### A FINAL WORD FOR THE HELL-BOUND

The monsters of Flell tend to attack with combined arms; when you traipse into a room, typically two classes of monsters, always requiring two different methods of attack, will converge on you. Always flee from those rooms that hold nielee and ranged monsters. Deal with the melee monsters first and then re-enter those rooms to confront the ranged creatures. It's also a good idea to lay down a golem spell before you flee monster-infested rooms. Perhaps when you come back, those pesky advocates will have been eliminated by your magically-created friend

We hope these tips help you in Hell. Next month, we'll be tackling multiplayer taps for gaming on battle.net

CGW



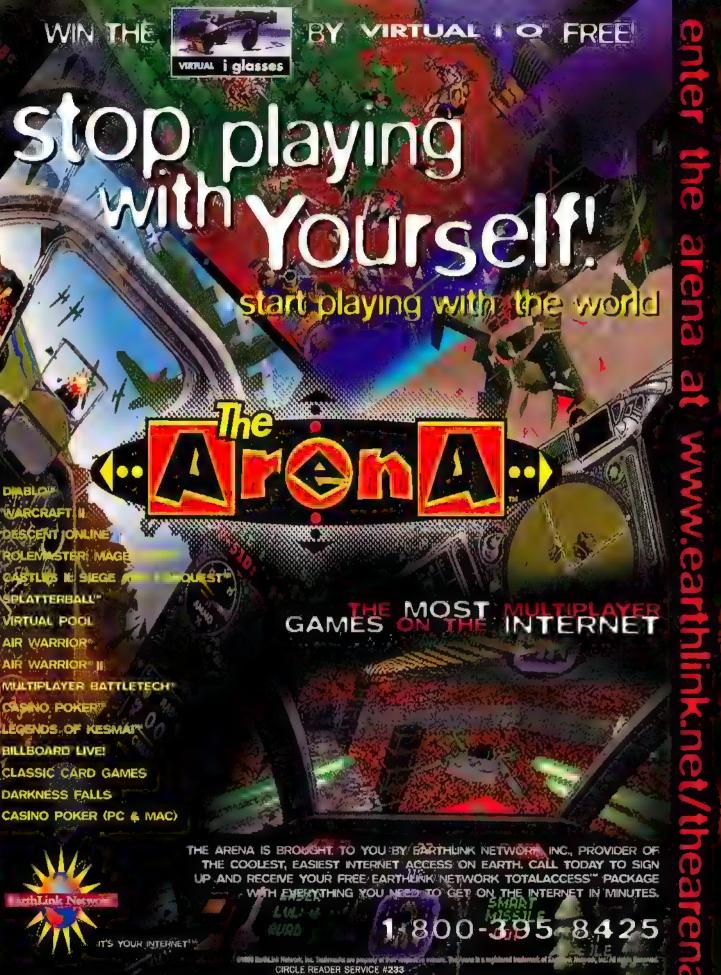
#### A HELL OF A LIST

The monsters of Hell are powerful custodians of evil, but they can be defeated. Here is a quick fact sheet on the vital statistics of your Hellish opponents.

Monster	Туре	HP*	Resists	1mmune	Notes
Cave Viper	Drake	50-75	none	M	ena
Fire Drake	Drake	60-65	F	M	_
Gold Viper	Drake	70-90	L	M	_
Azure Drake	Drake	80~100	F, L	none	Kill with bloodstar
Black Knight	Knight	75	M, L	none	Kill with ficeball (FB)
Doom Guard	Knight	82	M, F	none	KIII with chain lightning (CL)
Steel Lord	Knight	90	M, L	F	Kill with CL
Blood Knight	Knight	100	F	M, L	Kill with FB
Specubus	Succubi	60-76	M	none	Fire bloodstars, kill with FB
Snow Witch	Succubi	67-87	L	none	Fire bloodstars, kill with FB
Hellspawn	Succubi	75-100	M	L	Fire bloodstars, kill with FB
Soul Burner	Succubi	100112	M, L	F	Fires bloodstars, kill with CL
Slaver	Baireg	60-70	M	F	Spit internos, kill with CL
Guardian	Bairog	70-80	M	F	Splt Infernos, kill with CL
Vortex Lard	Balrog	80-90	M, I	F	Spit infernas, kill with CL
Balrog	Balrog	90-100	M	F	Spit informes, kill with CL
Counselor	Counselor	35	M, L, F	попе	Casts tirebolt, teleports
Magistrate	Counselor	42	M, L	F	Casts charged bolt, teleports, kill with CL
Cabalist	Counselor	60	M, F	L	Casts lightning, teleports, kill with FB
Advocate	Counselor _	72	F	M, L	Casts fireball, teleports, kill with FB

M=Magic, F=Fire, L=Lightning

hit points are doubled in normal multiplayer mode



PRIZES

ON-LINE TOURNAMENTS

ONE USERNAME ONE PASSWORD ONE ACCOUNT

#### The Final Duest: Diablo.

#### What Is the object?

Slay the big boss himself.

#### Where do I find him?

The entrance to Diablo's level is in the center of the huge, glowing pentagram on level 15.

#### How do I kill Diablo?

There are three chambers you'll have to clear out before you get to Diablo. You will find this level crawling with advocates and blood knights, so be careful. First, clear the top right corner of the level and pull the skeleton lever. Next is the lower right corner, which is a spiral structure with another switch at the center. That opens the third structure, which is in the top left corner of the level. Inside the third structure are two switches, Pull



LIGHTS OUT, HELL-BOY After you lure D'ablo out from the protective watch of his advocates, let him have it with fireball, bow, or melee weapon.

both levers and head to the lower left comer of the level. Here, surrounded by advocates and knights, is Diablo, He is affected by fire- and lightning-based spells, but he cannot be stone cursed. Diablo has about 1,600 HP, and attacks you with the apocalypse spell.

#### What do I get?

You get to shove a crystal into your head! What more could you ask for besides unique ending scenes for the different characters?

### Proper Equipment is Half the Battle

Warriors must have the proper equipment to wander the halls of Hell. Because monsters strike fast in Hell, you need some form of armor of recovery and a weapon of fast attack. With these two items, you'll be able to strike faster than the monsters, sometimes killing them before they can even attack you, and you'll recover quickly anytime multiple monsters hit you (otherwise, you'll always be realing).

For rogues, priority should be on getting a damage-enhancing bow, since normal bows do far less damage than melee weapons. Always go for bows that increase damage (such as Merciless Bows of Gore) over bows that enhance your to hit rate. Also, look for a bow that knocks your opponent back, such as a Bow of the Bear or the unique Windforce. In case you do get surrounded, wear armor of fast recovery. Since rogues will use magic frequently, including mana shield, acquire magic-enhancing rings and amulets.

For sorcerers, the first rule of Hell is to never engage in melee. Don't bother with weapons or armor that enhance your ablity to stay and fight. Just make sure you wear as many items as possible that enhance your magic, mana, and armor class.

All classes should buy elixins from Adna and Pepin to improve their strength, magic, and dextenty

#### The Diablo Spell FAQ

How does spell resistance work? The number in your resistance entry is the percentage of damage you do not suffer. For example, if you have 50 percent resistance to lightning, you shrug off 50 percent and only suffer half damage from a lightning spell. According to Bizzard, all monsters with a resistance are considered to have the maximum score, which is 75 percent. So, anytime you face a creature in Diablo that has a resistance to fire or lightning, it will only suf-

fer a quarter of the damage. If you do 240-320 damage with your fireball, and shoot one at a blood knight with fire resistance, you'll actually do 60-80 damage.

How Long Do Duration Spells Last?

Spell Duration in seconds

Wall of fire 10 + 10 per spell level

Infravision 99

Stone curse 6 + 1 per spell level

6 + 1 per spell level Character level x 2 + 1 per spell level

Which spells count towards magic immunity? The following are spells that a monster would be immune to if it had magic immunity flash, bloodstar, bone spint, and telekinesis.

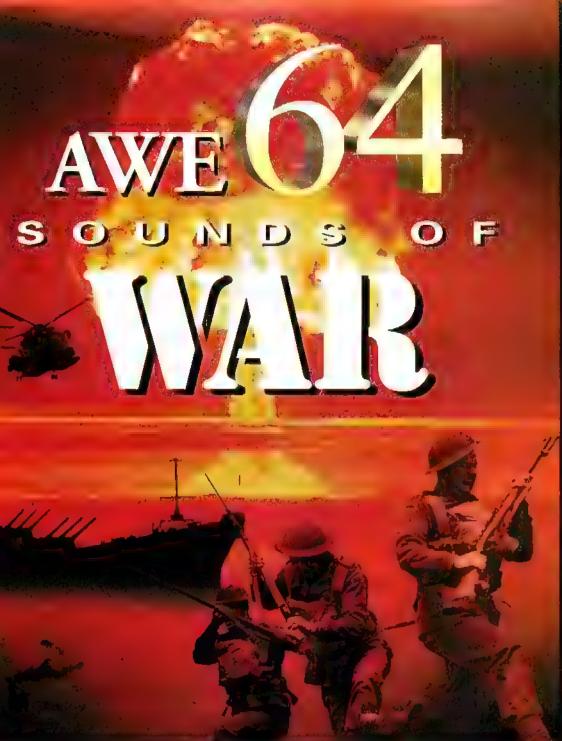
Guardian

Who is immune to stone curse? No one is immune to stone curse, except for Diablo and other player characters. Even unique boss monsters, such as the Butcher, Skeleton King, and Warlord of Blood are vulnerable to stone curse. In most cases, it's the best way to kill those boss monsters.

What are the fourth level or fourth page spells? There are four fourth level spells you can team and put in your spellbook: golum, teleport, bone spirit, and blood star. The two other fourth level spells, nova and apocalypse, are only available as scrolls or staves.

#### Mistakes Are Hell

In our March Division strategy guide, we mistakenly reported that the Butcher was immune to fire and lightning and that the Skeleton King was immune to holy bolt. Both statements were untrue. Our strategies for both quests were thus incorrect. You can defeat the Butcher with fire speils, and a sorcerer's best bet is to stone curse him and then plant a fire wall on him. The Skeleton King's weakness is holy bolt, which will kill him easily. We apologize for the errors, and will work harder in the future to ensure that mistakes like that never happen again. For the full, corrected strategy guide, visit our Web site at www.computergaming.com. To all those reading these pages for our Division tips, thanks for your vigilance.





At war with your PC? Take command, with the new Sound Blaster\* AWE64 Gold", the only advanced audio card designed to upgrade your Pentium PC. Awesome audio-with up to 64 unique sounds all playing simultaneously. It's the best sounding Sound Blaster ever, thanks to our unique WaveGuide and WaveSynth" technology. It also offers full duplex support and

CD quality recording and playback, an explosive 4MB of memory for SoundFonts, true 3D Positional Audio and even a selection of the hottest Internet software. To learn

more about the Sound Blaster AWE64 Gold contact us at:

www.SoundBlaster.com/sound/AWE64Gold.

CREATIVE

CIRCLE READER SERVICE #078

- 2. Grenades. 3. Desfening Silence.

1. Kaboom!

- 4.64mm Shells. 5, The Crackle Of Uzi Fire
- 6. "Incoming!"
- 7, "That Was A Close One."
- 8. Random Guntire.
- 9. "Private Curtis Jones, 51st 'Airborne"
- 10. Anti-Tank Guns.
- 11. The Clink Of An Alumnum Mess Kit.
- 12. Dangling Dog Tags.
- 13. Ricocheting Bullets:
- 14. Sigh Of Reflef.
- 15. A Harmonica Playing, Yankee Doodle.
- 16. Give peace a chance.
- 17. Flight of the Valkyrie.
- 18. Shovels Diggin Trenches
- 19. Prayer.
- 20. Dirty Jokes.
- 21. "Sniffle."
- 22. Nervous Laughter.
- 23: Letters From Children
- 24. Bombs bursting in air.
- 25. Battle Plans.
- 26. "Over The Top, Boys!"
- 27. The Battle Hymn Of Thus Republic.
- 28. Bullets Whizzing Past Your Helmet.
- 29. Random Snipers.
- 30. Surface To Air Missiles.
- 31. Anti-Aircraft Fire.
- 32. The Doors Playing "The End."
- 33. The Whistle Of Tracers
- 34, "Medici Medici"
- 35. The Star Spangled Banner.
- 36. The Thunder Of An Air. Strike.
- 37. "Hit The Dirt."
- 38, A Rein Of Debris Landing: All Around You,
- 39, Taps.
- 40, "Uurrrpp!"
- 41. Low Flying Sidewinders
- 42. Straling From The Air. 43. Ak-47 Assault Billes.
- 44. Standard Issue M-16's 45. The Sharpening Of
- Bayonets. 46. The Hiss Of Mustard Gas.
- 47. A Declaration Of Peace.
- 48. Flain,
- 49. Howltzers
- 50. The Cheer Of Victory?
- 51. Quiet.
- 52. The Low Rumble Of Bombs in The Distance.
- 53. The Squawk Of A Radio Call For Help.
- 54, Com chatter.
- 55. "Surrender Now!"
- 56. Troops Marching.,
- 57. Jungle Animals.
- 58. "The Biscuits In The Army, They Say Are Mighty. Fine."
- 59. The Angry Croak Of Your Commander.
- 60. A Tropical Storm
- 61. A Blazing Oll Well Fire.
- 62. Unrolling Adhesive Bandages:
- 63. "Ugh!" 64. "| Wanna Go Home."
- Copyright 1997 Casative Technology Ltd. Sound Blaster and the Casative logo are registered transmists and AV E64 Cold. Casative Viriesynth (VC) and F-ma 3D Positional Audio are trademarks of Casative cechnology. Ltd. All other marines are properly of their asspective owners, All specifications are subject to change without prior noise. All rights reserved

STRATEGY & TIPS

# Wizardry Nemesis



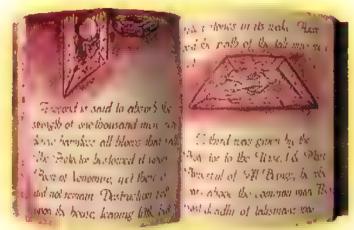
Trapped by the Tour Guide? Scorpia Charts the Paths Less Traveled

by Scorpia

hose of you who
caught my
recent column
on NEMES S
know that I didn't exactly give
this latest
Wizardan
adventure
glowing accolades (ahem). Still, I know

people will play it. And while the Tour Guide formshed by Sic-Tech is pretty good for the most part, it doesn't tell you everything. For Instance, combat techmques and monsters are conspicu

ously absent from the text. Here are some tips to help you through some of the trickier parts of the game.



READ ANY GOOD BOOKS LATELY? I hope not, as they really don't help your cause. When in the library, search for the kris sword instead.

level two before hitting the Hargani
Underworld will be helpful in the long run
By the way, your life in the Underworld will be much easier if you don't collapse the bridge. ile, tread carefully when you vill start showing up there.

Before you go run-

ning off to any dun-

spending some time

in the forest, beating

gain experience and

up on the Ores to

hit points. It's doll

work, but reaching

geons, suggest

After you've been out of Calican for awhile, tread carefully when you return to town. Eventually, Shadow Beasts will start showing up there. They will also appear in all the dungeons, just to make your life happier (hehi). You really want room to deal with these things; the way they jump around in combat makes them hard to hit

#### Hit-and-Run

The main principle of combat is to keep moving! Almost everything in this game hits harder than you do. If you stand still, you're toast. Of course, there will be times when movement is very restricted or impossible, but for the most part, you should be daucing around, not standing flat-footed.

That means learning how to maneuver with your off-hand, especially quick side-steps. Galican, at the slart, is safe; take some time out to practice movement and combat strikes in the town square.

Ideally, combat should take place in an unobstructed 2x2 (or larger) area. This allows you to fight using the basic technique of swinging as the critter approaches, and then, whether or not you hit it, stepping away. The swing should begin before you see its hit point bur. By doing this, you can attack and retreat without taking hits in return — most of the time, at least

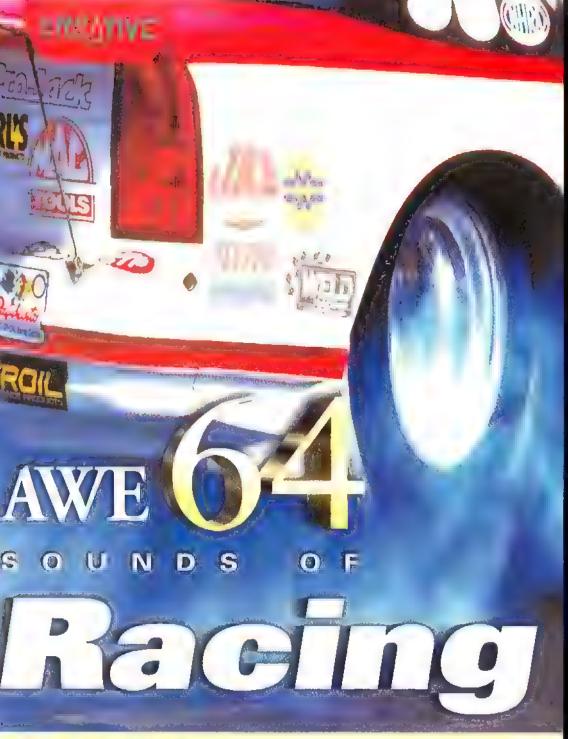
Some areas, like the sewers, don't allow enough morn for waltzing. In places like that, you'll have to hope you've got morn enough to back up after each attack, or enough distance to cast a spell. Otherwise, it's stand and dake it out, and hope you survive

#### First Floor, Underworld Second Floor, Swimwear

For the first level of the Underworld, the Tour Guide is fairly thorough. It doesn't mention the bug creatures, though, and these are quite nasty. One type can throw a sort of spell at you, and the other kind can poison you. Avoid the first type as much as you can. If you must fight, get in close quickly to avoid the spells. Don't try dancing with these things.

On the second level, you'll mit into merman-type critters. From these, you will finally get a decent sword. They have no distance attacks, so the Waltz of Death works well, when you have room.

The danger point here is the room with the magic mirror. If you linger too long, you'll end up fighting an endless stream of monsters, including Shadow Beasts. You'll want to move fast here. Step into the room; sidle left; go forward, then sidle right, to the mirror. Do what needs to be done,





Put the pedal to the metal with the new Sound Blaster\* AWE64 Gold", the only sound card created to upgrade your Pentium\* PC's multimedia audio system. With 64 available voices playing simultaneously and the new WaveGuide technology, music playback will never be the same. And don't worry about compatibility issues, because it's a genuine Sound Blaster, Also,

DirectSound™ and DirectSound3D™ hardware acceleration is included. For more details and a demonstration of the Sound Blaster AWE64 Gold contact us at.

www.SoundBlaster.com/sound/AWE64Gold.

MOD RETABLEDHUDE WWW

D Capyright 1997 Creative Technology Ltd. Sound Bloster and the Caestive logo are registered transports and AWF6s Gold, Creative WaveSynth/WC unit F. nu. 3D Positional Audio are trademarks of Creative Technology Ltd. All other request are property of their respective owners, All specifications are subject to change without prior notice. All rights reserved.

- Cars Taking Off.
- Breaks Screeching.
- Hubcaps Scraping.
- Crowd Cheering.
- "Place Your Bels!"
- Engine Seizing. Hearts Pounding;
- Refueling.
- Wheels Peeling.
- 10. Breaths Of Anticipation...
- 11, "That Was A Close Shave."
- 12. Cars Collidings
- 13. Backfires.
- 14. Engines Revving.
- 15. The Roar Of A Crowd.
- 16. Flery Explosions.
- 17. Skidding Into The Pit:
- 18. Engine Problems.
- 19. Shrieks Of Excitement,
- 20. Vrrrrroccoccom.
- 21. "Low Fuel."
- 22. Jamming On The Brakes.
- 23. Gears Shifting.
- 24. Ambulance Siren.
- 25. Sighs Of Relief.
- 28. Engines Restarting.
- 27. Traction Of Bald Tires,
- 28. Crowd Going Wild..
- 29. "Last Lap!"
- 30. Starting Gun Firing.
- 31. Hubcaps Flying Across The Track.
- 32. Tires Blowing.
- 33. "Huny! Fill % Lip?
- 34. Engines Choking.
- 35. Tires Being Changed.
- 36. Nuts And Botts Flying.
- 37. Grandstand Cheering.
- 38. Gears Grinding.
- 39. Stamming On The:
- Breaks. 40. Turning Swiftly.
- 41. Pile-Ups.
- 42. Tires Rolling Off.
- 43. Skidding Uncontrollably.
- 44. Loud Screams. 45. Crowds Falling Silent.
- 46. Collision.
- 47. Thunderous Booms:
- 48. Dealening Cries. ...
- 49. Quick Turns.
- 50. Sudden Stops.
- 51. Reflex Braking.
- 52. "Gentlemen, Start Your" Enginesi"
- 53. Engines Sputtering.
- 54. Drop Of The Checkered
- Flag. 66. Head Gasket Exploding.
- 56. Hitting The Wall On Turn 3
- 57. Chanting A Winner's: Name.
- 58. Creaking Of The Chassis.
- 50. Radio Static.
- 60. Loosing Your Hood.
- 61. Accelerating Past The Finish Line.
- 62. Champagne Cork. Popping.
- 63. Congratulatory Slape...
- 64. Wizzing Past.

#### **GAMER'S EDGE**

#### GOT MY SWORD, AAA CARD, AND A POWER BAR



Proper inventory management is a must. Don't go grabbing everything you see. In Jaran's Keep, leave the runic tablet in the desk until the end game.

and retreat the same way. Don't go around by the right side, because that's where the monsters come from Then repeat the process.

In the third level, you'll deal with alligators and modinen. The alligators are standard, the modinen aren't. Modinen are tough because they only assemble when you step on their square, and fall apart when you step off of it. Thus, the only way to fight them is to do just that: step up, swing, and back off

You will need to search all the barrels down here. Some have red leeches in them. These can be removed by sticking your arm into a barrel of salt. One treatment removes the leech. This will also keep any more leeches from bothering you.

One danger here is the Sword Destruction (which you do need)
After figuring out the orbs and skull, be sure you are empty-hunded
when taking the sword. If you have any weapon equipped, even your
amulet, the sword will kill you. Until the sword is uncursed, it's the only
weapon you have

Dancing with Dragons: To reach the dragon, you'll need to jam the Jaw Traps. Try the lower left side, about the second tooth in. This will take awhite. Before passing the second trap, turn right and side the rest of the way until you're facing the dragon. Then use the basic combat technique to take it out (this is a 2x2 area, so you shouldn't have much trouble, if you're careful)

**Sewors:** This is actually a small area. The four-armed fishmen are lough customers. Try to have room behind you when you fight them. The ceiling snakes can usually be avoided by just walking right by them. Before heading to the tahsman area, you'll want to find the button that opens up a secret part of the sewers. You'll find some goodies there, as well as the fountain that shows you clues to the color lock at the sewer exit

Jaran's Keep: This is a safe place, as long as you don't mess around with the skeleton. The rame tablet in the desk is for the end game, so you can leave it alone until then

Swamp: A tiny area. You'll have to fight a couple of the plants for tentacles. In this case, slugging it out is the fastest method. Expect to be poisoned by this. Don't cure yourself right away, however, because the tentacles are poisonous, too. Run to the Keep quickly to de-poison them. If you have enough hit points, you can probably outlast the poison's effects. If not, heal yourself in the interim, and use cure poison later.

**Crypts:** The gargoyles are mean opponents. I found it best to dispatch them from a distance, using the crossbow. You can pick up the unbroken arrows and use them again, without getting close to these nasty critters.

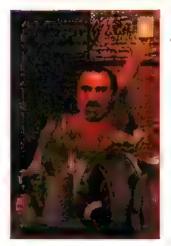
Inside, the only thing to worry about are the skeletons, but they're nasty. Like the mudmen, they assemble only when you step on their spots, and fall apart when you move away. Not only do they but hard, they can leech your magic points and use those to heal themselves. Quick back and forth movements are the only way to deal with these things.

At the inner crypts, you'll have to fight 'Tas. He is very tough. I began by using up my remaining arrows. Portunately, I had a lot of them, and they whittled hun down to 28 hp's. The fight (back and forth) wasn't too bad, especially with Enhanced Attack active

In the maze, just walk around while the walls change (every time Seldin's ghost appears) until the way to the morn of hones opens up Tedious stuff, but at least there's nothing to fight. However, expect a shadow critter to show up soon after you find Seldin's hones.

#### **Burned to the Bone**

Tower/Burned Bone Corridors: After descending through the



tower in the swamp, you'll be in the Burned Bone Curndors. There is nothing to fight in the rooms until you get to the Minotaur, who easily makes up for the lack of monsters in the other monis. You should not come here until after the crypts, as the Enhanced Protection spell is vital to surviving combat with the Minotaur There is no room to move at all in here. Cast protection, using all your points, just before going in. It won't last for the whole fight, but with a little

lock, you should be able to kill the Minotaur before he does you in.

Fire/Mushroom Tunnels: Just get through these as quickly as you can When you exit the Fire Tunnels, don't stop. Keep going forward to the end and turn right, to the Desolate Castle. Fighting the sorceresses is a losing proposition.

Desolate Castle: Except for one stair guardian, there is nothing to



Your Multimedia PC





Introducing the new Sound Blaster® AWE64 Gold. the uncompromised pursuit of perfect fidelity.

- Incredibly smooth, expressive and realistic audio with 64 voices of advanced WavEffects™ and WaveGuide Synthesis.
- Professional sound editing and sequencing software included
- 20-bit S/PDIF digital output.
- 120dB dynamic range
- 4MB onboard RAM for high quality SoundFonts™ and 3D Positional Audio.
- Ultra high-performance, low-noise, CD-quality record and playback.
- Definitive upgrade for your PC's multimedia audio system.



C Copyright 1997 Cleative Technology, J.d. Sound Blaster and the Creative logo are registered trademarks and AWE64 Gold, Creative WaiveSynth WG and E-mu 3D. Postpenid Audo, are trademarks of Creative Technology Ltd. All other names are properly of their respective conners. All specifications are subject to change nutbout prior. notice. All nguts reserved

- \$4 simultaneous voices.
- Advanced WavEffects
  Synthesis.
- Pure gold pleting to inspire the envy of your friends.
- Hands-free microphone included.
- 20-bit SPDIF output.
- Full duplex support. The perfect audio upgrade for any Pentium PC.
- The thunk of your old sound card hitting the trash.

  90dB signal-noise ratio
- (analog).
- Not your grandmother's, sound card.
- 11. 120dB signal-noise ratio (digital). SoundFont technology.
- 13. Yelling, shoving as over 30 million Sound Blaster users all upgrade at once.
- E-mu@ 3D Positional Audio.

- 18. Multipoint interpolation. 17. New WaveGuide Technology.

- 17. New WaveGuide Technology.
  18. The best acunding Sound
  Blaster ever.
  19. Creative WebPhone in software.
  29. Supported by 99% applications.
  21. Easy plug-and-play installation.
  21. CD-quality, 16-bit audio fidelity.
  23. Genuine Sound Blaster.
  24. integrated MiDi/Joystick port.
  26. 3716 bit stereo sempling from 5kHz to 44.1kHz.
- MIDI cable.
- 27. Recording from microphone, CD or line-in. 28. Liquid, psychodelia guitar solos-
- Advanced 16-bit real-time. audio compression.
- 30. Crystal clear recordings.
- Gold RCA connectors.
- 32. Completely user customizable.
  33. Automatic dynamic filtering.
  34. Instant bass, trebio, master volume control.
- 35. 2, 3.5 and 4MB SoundFont
- banks. Two CD audio-in connectors...
- Awesoms audio.
- 38. Powerful persusaions. 39. Superior atrings.
- 41. Microsoft® Internet Explorer∗
- software. Microsoft® Natificating
- seftware. Rockin' guiter rills.

- 44. RealAudio™ Player software.
  45. Magic Carpet™ 2 software.
  46. Screams from Eradicator™
- acitware.
- 47. 126 general MIDI Instruments. New Creative WaveSynth/WQ™
- software. Creative 3D Copier software.
- Total harmonic distortion (0.01). Creative TextAssist\*\*\* software.
- \$2, Lilling Irlah tenor.
- Creative VoiceAssist\*\*\* software...
- 54. Creative Multimedia Deck\*\* software.
- Creative WaveStudio @ software.
- Cool samples included. Creative Soundo'le® software,
- . Direct sound hardware acceleration.
- Vienna SoundFont Studio\*\* software,
- Direct sound 3D hardware acceleration.
- 1. 32-level control for mixing:
- recordings.

  12. Talk over the invernet in real time.
- 32-level control for mixing 64. MID: Orchestrator Plus MIL

#### **GAMER'S EDGE**

fight. The guardian is easy to kill, as it doesn't move. On the second level, you must look at the book on the rickety table, it has the translations of the runes. Something else on this level will help you read the book without burning it. The runes are copied into your journal, so you don't have to do it by hand.

Ystatin's Lair: You can't get in here until you've spoken to Zalena. Go past the door, stand on the edge, and east the appropriate spell (as indicated by the whispering voice). The gear door is simple, provided you have all the parts; don't overlook the desk area. For the puzzle door, the Tour Guide should be sufficient. And remember, smart adventurers don't take what isn't theirs (but it's okay to read the two notes).

Nithera: A nasty place, with four-armed demons (mast be related to the sewer gays, held) and shadow beasts. Be sure you find the sextant before going inside the complex.

Dagger Room: You don't have to go here if you'd rather not. All you

get are a couple

of potions and a

wand. The first

tune through,

you must walk

between the

daggers; the control is at the

altar, so you real-

ly linve no other

secret passage in

choice in the matter. The

this room is

opened by the

lountain; you

want all three

pedestals at the



**OUT ON THE FRINGES** When you enter an area with restricted movement—the Swamp or Forest, for example—cast healing and any close combat spells before entering combat.

Library: Be careful what books you read (you can get away without reading any of them, as they only provide background mfo). A cursed tome will bring your evil twin Skippy to fight you. There is another book that can help prevent that. The important thing to find here, if you want it, is the kris sword. Look for it on the apper level, where you find the book on the floor. When you come to the blue gate, I recommend using Enhanced Protection before passing through

Fire Wall: This is the really important part. The control is downstains in the main half, not too far from the Horn (you can't do anything with the Horn). The Pentagram Door can indeed be opened with a spell; it your wits have deserted you, that's a good way to feel. Think about it, Just remember you have to be right up by the door for this to work.



CAST A SPELL ON ME Against tough opponents especially the demon, It's best to use the amulet to whittle them down before charging in

#### Once More, With Feeling

Dancing With Dragons, Part II: This dragon is much maker than the other one. In the end, I opted for Enhanced Attack, ran right up into its face, and just smacked away until it was dead. It took more than one try You may want to use the Massive Strength Talisman for this one, too, or maybe even invulnerability.

End Game: Spelling out the right word on the rune tablet allows you to fiddle the skeleton's head and open the way below. There isn't much to find down there, aside from the key to the final door. The electric room and fog room just generate endless combat to no purpose

**Duking With Domons:** The rickeulously easy way to get through here is to use the basilisk fallsmain, then immediately go through the door, bypass the ent scenes, and watch the demon die

The hard way is to prepare first. Use Heal All to give yourself extra hit points. Cust Enhanced Protection, using all your energy. Use Restore Energy to bring magic points up to 255. Go through the door Bypass the scenes. Get right up to the demon so he doesn't east spells. Use the annulet to weaken him a bit. Use the annulet again to east lee Storm to the maximum. Then swing away Good litek!

Until next time, happy adventuring! &

#### How to Reach Scorpia

It is with much sadness and regret that I announce my departure from both GEnie and Delphi. As of this month, I can no longer be reached on either of those systems. However, you can still get in touch with me in the following ways:

AOL: Scorpia's Lair (keyword, scorpia)

Internet: scorpia@aol.com

U.S. Mail: (enclose a self-addressed, stamped envelope if you live in the U.S.)

Scorpia, P.O. Box 338

Gracie Station

New York, NY 10028

The ultimate computing resource online



## http://www.zdnet.com

from the

PC Magazine

PC Week

Pt Computing

Computer Shopper

Windows Sources

Maduse

MacWEEK

Interdetive Week

Computer Life

**FamilyPC** 

Computer Gaming World

Vanoal Internet Life

sign up for Personal View

ZD Net's FREE news service that you can easily configure to track only the companies and products that interest you most.

Cjick into ZD Net's world-

Library

nd Lint
downloading!
Over 10,000
programs —
all tested, rated
and reviewed by
ZD Net editors.

Jamiles Thank i i rec going on

from wide-ranging discussions with industry leaders, to topical weekly chats with editors and 7D Net personalities — there's always some thing new, exciting and insightful happening at www.zdnet.com.





#### Strategy/Wargames

#### Magic the Gathering: Battlemage



Acclaims MACIC THE GATHERING.

BATTLEMAGE computer game. (Look for more tips in the full game review in this issue.)

Always use plenty of land. This is good advice for any Magte player, but is even more important in BACILEMAGE, where you want to keep your hand from filling up. Unlike the eard game, where you can choose your least valuable eard to deseard, BATILEMAGE automatically selects a discard for you at random. And since you draw a card automatically every 10–15 seconds, your hand fills up quicklyt Instead of the normal one-third rule, try making 40 percent of your cards land cards. Land cards are the quickest type of cards to put into play, so keep putting one in play as soon as they become bright again. This should also give you plenty of mana for spells.

#### Action |



#### Powerslave

A libough Playmates' POWERSLAVE Isn't a game you'd want to spend much time on, some of you were unfortunate enough to purchase it. Here are a few cheats that will allow you to finish it quickly so you can move on to a better game, Just type these codes in at any time.

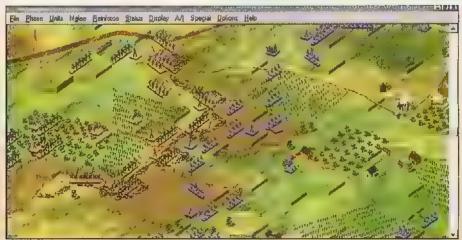
onecop 📑	All Weapons	nony
obodeity	God mode	
obeswag	All items	
obopick	All keys	
obesphere	Entire map	
obolite	Removes flash from explosions and gunfire	
ohoxy	Displays coordinates	
lolly	Calls up a taskbar that allows you to type the following cheats.	
	Level (level #) Jumps you to any level	
	Doors Activates all switches	
	Exit	

Finish current level

Holly (continued)

Creature (Creature #)
Places any of the following creatures at your location

Q Anubis
1 Spider
2 Mummy
3 Piranha
4 Basset
5 Magmantis
6 Am-nit
7 Set
8 Kilmatikhan
9 Alien Worker



#### Battleground: Antietam

10 Alien Worker

11 Omen Waso

If you have trouble remembering that Col. Alfred Cumming is an E/C ranked leader in BATTLE—GROUND: ANTIETAM, help is no further away than Talonsofts Web site (www.talonsoft.com), Clenn Saunders has created a complete BATTLEGROUND-style Order of Battle for both the Army of the Potomae and the Army of Northern Virginia. The file is zipped in Word for Windows format



#### Simulation/Space

#### **EF2000 Tactcom**

There's a bug in the SmartView feature, which is supposed to let you view various hot spots in the WarGen war zone. If you set the filter to view Enemy or Neutral aircraft and there are no such aircraft in range, returning to the cockpit will crash the game to the DOS prompt. To avoid this problem, be sure to return the SmartView setting to All Aircraft before returning to the cockpit view.

Also, if you come across a particularly interesting massion using

SmartView, you can hit the El key to hold the view on the currently selected arcraft

If you're having trouble getting a decent hit rate with long-range S225 and AMRAAM missiles, try the "shoot and ran" tactic. The a massile at your target, and then make an immediate 180 degree course change. If you have plenty of altitude, rall inverted and pull back on the stick, if you're low to the ground, then pull up until you've reversed.

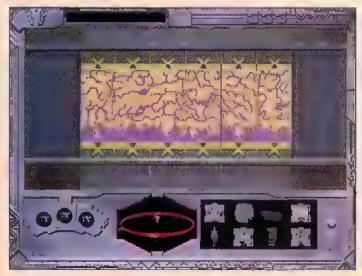
course and then roll out Your missiles are more effective when tracking an enemy head on than from the side, where doppler effect can affect tracking. By reversing course in the vertical plane, the enemy continues flying directly lowards you, keeping its nose to you—and your missile if you try to do a 180 by turning in the horizontal plane, the enemy's course will change and your missile is less likely to lut.



#### Adventure/RPG

#### BAMA

Sterra's RAMA is a pretty lough adventure game right from the start. If you find yourself stumped early on, the following tips should help set you on your way:

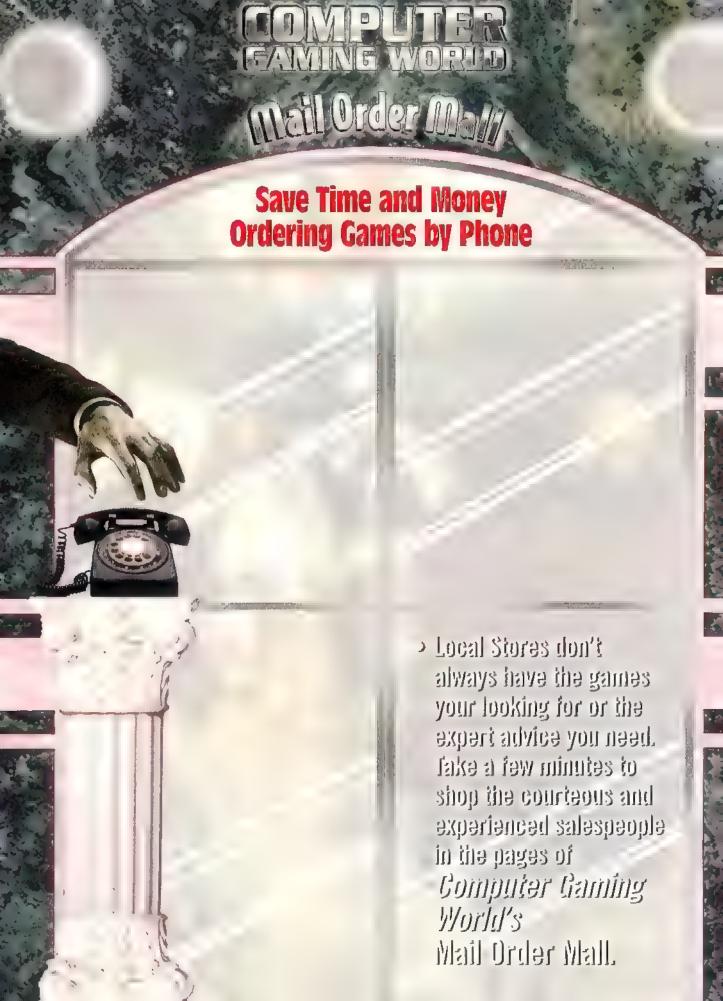


As soon as you descend into the base camp, the lights will go
 On. You might be tempted to go outside and explore — but don't
 Instead, head back upstairs and go to the lockers, where you'll see a

ladder leading downward. Descend, and then grab the key ring hanging to the right of the "linactive" sign, which hangs on the bomb-like device. This key will allow you to access it few critical items still left in the lockers.

2. Once outside, travel to every region of the Central Plains, and scour each screen carefully for tiles and puzzle pieces laying around. You should be able to find seven puzzle pieces

3 Go to the "London" area (at approximately 12 o'clock on your radar), get past the force field (it pauses after every nine pulses), and then insert the missing tile to get in the door. Once inside, bunt for five more puzzle pieces, and then press the yellow button on the RAMA display to open the two puzzle boards. The screen shot here shows the solution to the more difficult puzzle.



## MT1. 802-707-3033 FAX 802-767

## Customer Servi

## www.cdmag.com/chips.html

Course Code 18877

			COMPU	TER	GAN	1ES. STRATE	GY				
rut I	Inten	Persi	Tinu (	lena	Prott	Truar (	LELEAGE	Prince	Tosa	Магия	Perce
взо пяльы Валин	NOW	534	Command & Conquer 7	11/07	212	Jacquid Afric Delly Game	NOW	\$44	SinCay 2000 W95 Net	NOW	\$47
h Legion	05/97	545	Chunnd & Congr W95	WOW	\$40	Jagged Alkande	NOW	SIB	Simiste	NOW	\$35
ten Magic	NOW	\$39	Cong of New Wild Dix	NOW	\$48	Jolland	HOW	\$19	Similaric W95/W0	NOW	\$34
Imiral Sea Dattles	NOW	\$41	Conquered Kingdoms	HOW	\$19	KKND	NOW	\$38	Simfolet	NOW	\$33
Ivanco Divilization	NOW	\$39,	Conquest Earth	WOW.	\$44	Lards of the Replin 2	NOW	\$46	Sole Survivot	NOW	\$46
terlife.	NOW	\$46	Conquest New World	NOW	534	M Gathing Battlemage	MOM	\$42	Spaceward tro: 4 W95	NOW	524
ge of Empires	WOW	848	Dark Earth Strigy W95	NOW	545	M.A.X.	NOW	\$48	Star Continand	NOW	\$40
je al Wanders	08/97	547	Dark Reigo Fraum Vév	05/97	548	Machiavelli the Prince	NOW	\$19	Star Comret 3	NOW	528
jents at autone	NOW	548	Darkiight Contiet	NOW	542	Minter of Magic	NOW	541	Star General	1000	\$43
mphibius Assault	07/97	84B	Deadleck	NOW	\$27	Master of Orlon	NOW	\$18	Stor Mations	NOW	\$46
es Aising	11/97	548	Destiny W95	WOW	\$45	Master of Onon 2	NOV.	\$44	Staroull W95	07/97	\$46
my Men	06/97	\$48	Dominton	WOW.	\$44	Mechcommander	NON	\$46	Starship Troopers	06/97	846
tundancy	NOW	\$35	Duhii 2	NOW	\$29	Mighty Machines W95	WOR	\$32	Steet Legions	06/97	\$42
ittlechuser 3000	NOW	\$25	Dungeon Keaper	NOW	546	Mission Force	NOW	\$48	Syndicale Yours	WOW	S-16
ittinght W05	NDW	348	Emperor of Fading Sins	NOW	\$38	Havy Strike	NOW	\$34	Transport Tycoon Dia	NOW	\$12
aigsM & boo	NOW	\$45	Empire 2 W95	WOW	\$24	Have Managers	NOW	\$34	Younpurt Tycoon	WOW	524
& C RA County Strict	NOW	\$21	Empire Dix Matr Ed	NOW	\$19	Hew Order	05/97	\$48	Uprising	10/97	548
& C. Heit Aiert	NOW	\$48	Enemy Nations W95	NOW	5-1-1	Outpout 2	07/97	\$48	Wages of War W95	Now	\$29
& C Red Afeit W95	NOW	\$48	Entrepreneur	NOW	\$44	Pax Impena 2 W95	05/97	\$48	War Gods W95	NOW	\$28
S 14eon	WOW	\$48	Exploration	NOW	540	Pirater Gold	NOW	\$19	Warcraft 2	NOW	\$42
piralism	WOW	\$42	Fallen Haven W95	NOW	\$47	Populous 3	08/97	\$48	Warcraft 2.70 Levels	NOW	\$19
spiralism Plus	WOW	\$46	Flight Commander 2	WOW	\$39	Railroad Tycoon	NOW	524	Warproft 2 Add On	NOW	\$20
ive Wara	MOW	539	Forbes Corp Riter Gme	NOW	545	Reach for Stars 2 W95	NOW	\$46	Warcraft J	10/97	\$47
elius Talies	WOW	\$34	Frague Allegiance	NOW	\$46	Rebellion W95	05/97	\$52	Waterall Ore/Humes	NOW	\$20
MDS Overfolds W95	WOW	\$19	Free Enterprise	NOW	545	Tink W95	NOW	511	Watterds 2 Dh	NOW	541
tiz Bokwiz Alfr	NOW	\$42	Galactic Mirage W95	06/97	\$41	Ramence 3 l'Ongrierre 4	MOM	\$34	Waderas 3	08/97	542
e Miles 2	YYDIS	\$42	Heroes M&M W95	WOW	B20	Solliers 2	NOW	\$39	Warwind W95	NOW	\$43
ration 2 Sum	NOW	\$25	Heroes of M & M 2	NOW	\$36	Settlers 2 Missions	NOW	812	Wooten Stip tron Men	NOW	\$30
obrahon Network	NOW	\$25	History of World	NOVY	\$40	Shadow of the Empera	NOW	535	X-Com Apocalypse	35/97	546
Security and	NDW	\$40	ti geralism	POW	\$34	Sharered /Micons	11015	\$46	X Cam Tex the Deep	HOW	\$29
na Com, Cv., Op.	710W	\$22	Imperior Garagisca	NON	\$31	S-miCity 2000 Collecte	NOW	\$51	X-Com UFO Defense	NOW	\$10
тардык Б. Троцце	WOM	5.17	Into the Void	NOW	\$11	Sil 10ity 2009 W95	WOW	\$-17	Z	60%	\$ 13

CUMIF	וודוטי	GAME	S: WAH

гоы Когры	NOW	\$42	Battleground Waterloo	NOW	\$32	лагроен 07 <b>м</b> 95	NOW	\$4+	Panzertifitz	NOW	\$42
ge of Hansaids	07/97	\$-12	Birtzkring	NOW	\$39	Cast Blitzkning	NOW	\$41	P.E. Lon CW Grill W05	NOW	\$18
pe of Ours	08/97	\$42	Breken Alliance	HOW	\$2-1	Man or You	05/97	\$42	Boso as Moscow W981	NOW	\$43
po of Said	WOM	\$47	Close Combat W15	NOW	\$38	Myth	05/97	\$50	Stort Panthurs	NOW	537
fied General	NOW	\$28	<b>Custors Last Command</b>	NOW	\$26	Nam	07/97	342	Stort Panthers Copport	4014	\$15
itika ait Bulga	WOW	\$48	East Front	06/97	\$42	Napoleon in Resea	NOW	542		WOW	
ntlegend Gettysburg	WOW	\$32	Fantasy General	WOM	\$35	Operation Crusador	NOW	\$39		HOW	544
Atteground Antielain	NOW	\$41	Flight Commander 2	NOW	\$38	Over the Reich	NOW	\$39		HOW	
affectiound But Run	05/97	\$42	Great Battles Alexade	NOW	\$44	Pacific General WRS	05/97	\$45		HONY	
theground Mid East	NOW	\$42	Harpoon 2 Admirals Ed	NOW	252	Panthers in Shadows	NOW	\$42		YON	
Mleground Shileh	NOW	539	Harpoon 2 Deluxe	NOW	525	Panzer General 2	08/97	\$42		15/97	

#### BOARD GAMES

				DU	TITLE	UNITED					
Ivanced Squari Ed.	NOW	538	Decision in France	NOW	515	Juneh Modey	HOW	\$15	Scentbeath Dis	NOW	542
Ivanced Philip Geoch	NOW	538	Deline Diplomacy	NOW	547	Magu Health	NOW	\$23	Silve tor	NUW	532
prior Acoalstanco	NOW	\$42	Dihlamacy	MOW	519	Mazvet Somer Dice	NON	\$13	Space Chest 3D	NOW	\$35
Hump .	MOM	\$27	Dragne Dice	WOW	59	Modern Alt	NOW	525	Space tulk	HOW	55D
iclent Empires	NOW	\$29	<b>D</b> ongeon	NOW	\$16	Maprilegns Luier Batts	NOW	\$22	Spices of the World	NOW	\$18
olul Green Things	NOW	\$17	Curo aids	WOW	\$25	Necromodila	NOW	\$44	Squad carter	NOW	\$23
os & Allies	NOW	\$33	Espacis	ROW	\$1,	Palin Doctor	NOW	\$75	St. Fine Dattins	HOW	\$25
in & Altes Cital Page	WORK	\$30	Fodevation & Empire	WOW	\$38	Power Lunch	NOW	\$13	Star Wats Monopoly	NOW	\$40
os & Athes Max Auy	WOS	\$10	Femilia	NDV	516	Bail Baron	NOS	\$19	Starfisk Hall Country Body	NOW	\$ 3
ittletech 4th Ed.	NOW	\$19	Geronimo	WOW	532	Rats	NOW	\$24	Starfick 1st Contet Fee	WORL	513
stair Statis Aking	NOW	\$23	Gu	NOW	322	Rebels & Redbooks 1	NOW	\$25	Stratego	4004	\$14
addina:	WORL	\$19	G and Pris	NOW	519	$\Pi_{l,\mu}$ i,	27017	\$27	Texas Revolution	HOW	\$18
Was Deline	NOW	\$21	Great War at Sea 1	NOVY	532	Rule Rally	2004	\$33	VALE IV.	10%	527
L. Barrings	NOW	\$11	Hannibal	NON	\$32	Reta Ridy Class Born	NOW	\$9	Victory in West Fance	NOW	520
on Jahon	NON	S29	history of the World	Nov	527	Roberty Armid & Dingra	MOST	\$29	Viking Harders	NON	\$25
New as Euptomacy	NOW	542	Hopbit Adventure	NOW	\$25	Bur Stoot Ben Jeep	DOW	524	Voluntion)	NOW	51,
rsmot Andakher	NOW	\$30	India Rads	PHONE	526	Sam Grani	MOM	542	Wadjet	HOW	\$50
ens korea 995	NOW	\$29	Krieg*	NOW	\$32	Samura	NOW	\$37	Warturnmer 40K	NOW	350
isia Sitai 1973	NOW	\$26	La Bata Mot St Jo Olx	NOW	\$62	Settlers of Calam	NOW	530	Waritarnner Fantasy	NOW	350
rys of Occision 2	NOW	642	La Sata do Wavre	NOW	\$22	Sherlock Holmes	MOM	520	Warhammer Quest	NOW	\$50

#### HINT BOOKS

e of Empire	07/97	\$16	Diablo	NOW	\$16	Master of Orion 2	NOW	\$16	Star Control 3	MOW	\$1B
prior of district	NOW	516	Duke Nukem 3D	HOW	\$12	Much2 Mercenages	NOW	\$16	Son General	HÖNY	\$12
trayal in Antarae	NOW	\$16	Elder Scrolls 2	MOW	\$13	Mechwarrior 3	09/97	516	Star Trek Star Fit Acas	MOW	\$15
G Red Alart	MOM	516	Enemy Nations	NOW	\$16	Might & Magic Compa	HOW	516	Star Trek Voyagez	NOW	\$15
esat 2	NOW	516	Final Fantasy 4	05/67	\$12	Obsidian	NOW	\$16	Starcraft	NOW	\$16
2 Adv Strategies	NOW	\$13	Heroes of M & M 2	HOW	\$16	Outlaws	21015	\$16	The Buskehing	WORL	515
nation	NOW	\$16	Jet Fighte 3	HOW	\$16	Promissingula 2	40%	516	Torrib Balant	4014	510
nication 2	NOW	510	tand Lore 2	MON	516	Quake Game Strategy	NOW	818	Wicett 2 Bynd Drk Pil	10000	813
osé Combit	HOW	516	Leisure Suit Latry 7	HOW	\$16	Robeltion	06/97	\$15	Wing Commander 4	NOW	518
igge al Chronicies	HOW	\$19	Lords of Frealm 2	NOW	516	Romance 3 Kingdons &	850784	SIE	X-vang-so Lie Eigh	NOW	516
rk Farces 2	05/97	\$16	Magic the Gathering	404	516	SimCopter	NOW	\$16	Zork Nemesis Guide	NOW	\$18

					-						_
COMP	UTE	A GA	MES: ARCAL	)E		COMPUT	ER (	GAME	S: TRADITIO	NAL	
) Utto Phill Cop Aight	4014	\$43	Pro Pinball Timeshock	06/97	\$37	Barbio Designet	NOW	\$42	Monty Pytho Body Gri	NOW	S
Ulira Pinibali	NOW	529	Re-Loaded	NOW	\$33	Battleship W95	NOW	\$41	Mupper Treas, secand	NOW	\$
en Rampage	05/97	\$34	Rebel Assault 2	NOW	\$85	Bridge Dix 2 One Shr!	WOM	828	Pezzle of Tribyte W65	NOW	\$
Its of Steel W95	05/97	532	Road Rash W95	WOW	\$42	Bridge Olympiad	NOW	\$16	Berabblu	WOM	\$
Sặt mữ mowdh	NOW	\$25	Flocket Jockey	NOW	\$47	Chessmatr 5000 W95	NOW	\$35	Shanghail Girt Morn 1995	NOW	93
co the Onlphin	WOW	538	Tiger5hark	NOW	\$40	Clue	NOW	\$40	Pri Tryst	NOW	8
ingle Pioball	05/97	\$30	Toh Shin Den	NOW	527	Dragon Dice	NOW	\$44	Ultimate Yantzee	NUW	S
nty Pythos Wiste Time	NOW	532	Virtua Fighter W05	NOW	547	Hong Kong Mahjong	NOW	\$25	Universal Nevertock	WOM	5
ortal Komshal 3 W95	NOW	\$32	Virtus Squad	NOW	\$42	Jeopardy Plannum	NOW	528	Vegas Games 95 W95	ROW	\$
15 1/95	1:0%	534	WWF-In Your Rouse	HOW	\$40	Magir Gathering W95	NOW	548	Virtual Pool W95	11017	5
o Pinball	NOW	\$37	Worms	NOW	334	Молороку	NOW	540	You Con't Know Jack 2	NOW	Ś

'OUTLAWS' You are the loner who rides into town seeking vengeance and uncovers the twisted plot of a powe full rail oad baron and his outlaw thugs. This game will deliver all the components of a 60's western in an exciting 3D format

LucasAris Release Date: NOW CD \$48

KRUSH, KILL N' DESTROY' Set in the 25th century mission bookings makes you objectives perfectly clear, it is up to you to direct history and save the foline of your planet Electronic Arts

Release Date: NOW CD \$38

'A FORK IN THE TALE' sturing Rob Schneider as your after ego, an ordinary guy in an extraordinary adventure that takes you into a paratter world custed Esseveron. You builde dudes in chrop polyestor suits and baltes wearing für bilbris

Any Alver Entertainment Release Date: NOW CD \$45

'X-WING VS. TIE FIGHTER. Join the heat of the battle between the Rebel Alliance and the Impenal Navy for the control of the galaxy. This stand alone games features all new missions. over a dozen new spacegraft and incredible in-

Refease Date: NOW CD \$52

SILENT HUNTER PATROL 2' Add 2 patrol zones (Malaysia and The Sulu Sea) and 15 new scenarios (Drum visits Japan, Grenader bars the Jugional Tulking goes down, Grower's last baltik und more) to Silent Homer Mindscane

Release Date: NOW CO \$15

'FRAGILE ALLIANCE' in the year 2380, Sector K240 was made available for colonization. The Empire must expand and it's your job to colonize the asteroids and the empire from financial and political ruin

Release Date NOW CD \$46

'AXIS & ALLIES Decide the late of a dation and the desiry of the world. The Balkans have fallen Pear Haltor has been affected. Wake stand is Japanese hands and Rommel has the Orlish on the

Millon Brailley Rolease Date, NOW \$33

'ADVANCED CIVILIZATION' rotains the essential elements of civilization and can be learned quickly. The arcitional cards ensure a question diversity of cultures, while the new Calary ities make the panie even value challe iging Avalon HIII

Release Date: NOW \$25

'AIR WARRIOR II Practice maneuvers and fly with the same skill and eleatogies that real rife tighter phots use These facilisal liight practices and exposure to various aircraft options prepare you to deleat even the most seasoned on-line veterans

Interactive Magic Release Date: NOW CD \$46

'M1A2 ABRAMS' The player contriands a plateon of four lanks, or an entire company team with other vehicles, artillery, helicopters and artilery attacher all from a variety of external views and a multi-zoom Interactive Magic

Release Date: 05/97 CD \$46

538

\$37 \$19

\$24

928

\$24

\$19

519 \$19 \$31 40

'STARCRAFT' Wasteful short slighted and quarrelsome humans pillage world after world. You must gather your resources to accomplish your goals, either freedom or galactic domination Blizzard

Release Date: 07/97 CD \$46



FIGHTER

INT'L 802-707-3033 FAX 802-707-3382



300

Ç4 CHI

CHI

CHI 11

.1

OH

CHI CH GN

Dog F Reberra

Dream Machine 2

Dream Machate

Duke Strew'est Eros 2

Eros 3

Dir Montah

NOW \$38

60W 539

NOW \$49

**NOW \$38** 

NOW \$48

NOW 519

NOW \$24

loguisants ar 2

Rightwaterent 3

Might watch Inter

Outpost 69

Possino Pointr

Oriental East Exposed NOW

Pandora s Poker Palace NOW \$35



5 40 5

54

31

Baythinds

Manhord

Boys Kent Door

Chuising Grownd

Mon to Molius

Men in Uniform

Boys of Paris

NOW 529

HDW \$25

NOW 540

NOVY 524

NOW \$24

WOW \$36

NOAY \$24 Helly

HOS

NOW

NOW

NOW

WOH

PS & J

NOW S

'BIRTHRIGHT' You are the leader of your own kingdom and domain it's up to you to liage y arior preserve peace. At a single command, armies march and wingdoms tall. With the blood abilities of a born leng, you command heroes instands and might armies. But will

Release Date: NOW CD \$48

THRUSTMASTER F-22 PRO' With a powder coated metal base, glass filled ABS handle metal gimbal mechanism and heavy gauge spring tension, the F-22 PRO gives you the edge you need in advanced tackcal warlare

Thrusimaster Release Date, NOW \$128

'DARK BEIGN' in the 27th century, the Impediant with con-Irol of precious water resources commands the fate of a 1,000 yzorlds. The Freedom Guard attempts to break the Imperium's grip on the galaxy and the water suppl

Activision Release Date: 05/97 CO \$48

"LANDS OF LORE B. You are , other, Lineard son or the Sometimes of Darkness, exploring bear rerous lands to source of ancient magic, a super power hal will release you from your vile birthright.

Release Date: NOW CD \$48

REALMS OF ARKANIA (IT Something sinister is happening In he senside town in Adamiki. Brave, honor id-war ions refuse to light while an extrained preys mon their comes and sauls. Can your band of heroes defeat it in here?

Sir Tech Release Date: NOW CD \$45

"COMMANCHE'S Missiles away! The helicopter itself is fully light-sourced, shaded and rendered with 3D real-time animalien value easier to get into and handie. Night amo maybe the right time for many of Convinanche la missiona.

Electronic Arts Retease Date: NOW CD \$49

"JOYSWITCH" Nove you can jurily brone joystick to joystick, game to giarne with the speed and ease of burning a system. No more reaching beautifying computer to swap postus critic on the gross part Joseph Liberard, J.

Lead Pursuit Release Date: NOW \$39

'FANTASCENES' Create countless personal visual fanlases with live of the most beautiful women in the world! bring your imagination to ide, from Bours of interaction with those sensual, lustful ladies

Digital Playground Release Date: NOW CD \$34

"DIVA X'REBECCA""Do you know how to get to the Avalon Agency?" She asks or a sery French accont/You kindly offer her a rule to his de-arrager: Per eyes engage in signif conversation with yours. From there - the adventure begins!

Refease Date: NOW CD \$38

STRIP POKER PROFESSIONAL VOL. 2' comtimes the action of 5 Card Draw with some very different table stakes, 4 gorgeous opponents who are willing & able to bet it all for the chance to heat the pants off your

Art Work Release Cate: NOW CD

ROMSOFT 6 PACK' Double Down, Doors of Passion 2, Sensuous Guis in 3D, Massive Melons Touch Me Feet Me and Private Screenings are what you'll get in 1 is stray 6 pack? Romsoft

Release Date: NOW 6-CD \$32

with with me of orm t	a barrer are.		
4 T 4 F PUT CEL		ian na i-se	CHUITH A LITTIN
LIGHT !		urumi.a.	SIMULATION

Tritut	RESEARCE	Para	Tri-1	RISTAR	Person	Time 2	ALCOST.	Pritt	Tirat	BILIAN	Phi
1943 Euro An War	05/97	\$44	Falcon 3.0	NOV	\$18	Mechwirtor Merchies	WON	548	Supe Motocrass	06/97	5
GBB Mer is K u.	NOW	5-15	Far. 4 4 0	09/07	\$52	New Tree Meass	NOV.	\$40	16× EF2000	ROW	\$3
ARTOND LORANGE GO	WON by	546	Fare are Gord	110%	\$29	Marzie Velocay	05/9"	\$48	1FX X 22	12000	5-
AH64 Flach Pnt Koro	PAGIN 64	525	Fighter Duel 2 W95	08/97	\$38	Myarnor 2 Battlepk	NOW	\$48	Team Apache	06/97	5-
ATe Mato Fighters	NOW	\$22	Highter Duer Pro Hell	NOW	\$38	Nascai Racing 2	WON	\$48	Test Jave: Oll Road	NOW	\$-
Arros Tiese: 1941	05/97	548	Flight in realikit	NOW	\$10	Resonaury Will & Pok	NOW	541	The Lackening	HOW	5
Air Warnet 2 W95	NOW	S40-	Flight Inknoted 2	06/97	\$44	Need Speed Gold W95	NOW	\$45	Thursder Truck Rally	06/97	5-
Apathe	MOVY	519	Flying Corp	NOW	541	Need for Speed 2	NOW	\$48	Tropby Bass 2	4019	5.
Archimedean Dynsty	11019	540	Flying High-mares 2	06/97	\$42	Power Ft	NOW	542	ti-Bost \$	NOW	\$3
Armored Figl 2	WEIS	\$49	Formula   Post Seaso	05/97	\$44	Bully Championship	41004	\$42	VMX Rocing W85	400	\$-
Battle of Irenclude	05/97	546	Formula 1 W98	05/97	\$45	Red Baron 2 W95	06/97	548	Vapor Oper Red Seet	有有	\$
Comanune 3	44015	549	Hayoo W95	05/97	\$36	SahrAnn	HOW	\$48	Werevol Vs Committee	25/0%	\$
President Inflate Abys	WOW.	54B	tris Tids Over Papil	06:97	544	5.41-95	NOW	538	Wing Commander 1	50%	50
Dostruction Deally 2	NOVE	\$47	Hell Cats Leyto Quif	08/97	\$24	Sand Vernours	NOW	\$46	Wing Coor lander 5	08/97	55
Dreathaught W85	09/97	542	Hend Holizopter	WOW	\$44	Scorology	NOW	346	Wipe Out XI,	QB/97	5.
EF 2000 Tuckern	NOW	538	Indy Car Rasing 2	NOW	\$48	Sciention 2	NOW	\$24	World Rally Fever	NOW	3-
Extraino Assault	05/97	546	Indy Car Floring 2 1995	5 40W	\$48	Slup of the Line Y/95	1007	\$44	Wild Circ Gran Pox 3	2.4007	\$1
F-22 Lightnerg 2	HOW	349	Jet Fighter 3	NON	549	Sildet Hunter	NOW	\$39	X-Car Expressil Ren	NOW	5-
FIG Fighting Falcon	08/97	548	MDAZ Abrams W95	05/97	\$45	Sant Hunte Patri 1-2 ea	YVOP	\$15	A-Wing V Tie Eighter	14000	5
FA 18 Hornel 3 W.	HOW	\$45	Mechylamor 2 W95	NOW	547	Super EF 2000 W/95	HOVE	\$46	1-55	HOW	<
			COMPI	ITER	GA	MES: 3D ACT	nΝ				

Alphastorm	NOW	\$32	Doore 2 W95	WOW	\$32	Mexen W95	NOW	\$21	Studow Warner	05/97
Area 6 W85	MOST	\$46	Duku Nokem 3D	NOW	\$37	League at Pain W85	MON	\$44	SAYMET	NOW
Bingel	05/07	540	Dutor Minkelin 3D Atomic	NOW	\$48	RIDK	שטוי	844	State Trees Germans	08/97
Cinish	NOW	\$44	Duku How - 30 Plut Pk	NOW	\$25	Nacradonni W95	HOV	\$30	Topolo Physia	NOW
Celleting W05	NOW	\$40	Englisher	NOW	\$36	Burnandy 97	00:07	\$36	Ignib Raidor	90%
Christe & Rug C	11017	\$34	Final Wilder	4015	346	Powersty in	HOW	\$35	Forms Harder 2	69.9
Dark Forces	MON	\$10	Fundight	NOW	538	Frey	00/97	550	United	08.9
Dark Fices 2 Jedi	05/97	553	Freglancer	11/97	\$44	Duave	NOW	\$53	Weekend Warner	05/97
Hark Vengeaute	05/97	545	Collins at	HOW	544	Counce Missin Park 1: Tea	NEWS	\$20	75	HOW:
(artan) sinn	al h	Sitte	HAN) Ballet (V95	NOW	540	itel: Maga Resing	05/07	5-10	Zompteyale	40%
							-			

			Datin .				-			
Annlas Pagar Second F	יאטוי	5.12	Lyper-Hade	Henv	540	PGA True 96 Savagrapis	NOW	\$19	Tor Lund y FB	HOW
British Open Gor - 1	WDI	\$44	Jack Nickney Got 97	HOW	847	PGA Your 06 Spresh By	1101/	\$19	husy wife. Bog 10 93	HOW
Filtring Stora Miscory 1	100%	\$12	Literary 18 97 W95	HOW	5-63	PGA True 96 Venterali	4097	\$19	Torry HARMSON BD	1(0)//
FIFA BE YOU DE	IN!	\$45	Link 15	HOW	5-16	PGA Your God 98 W95	4094	\$37	Top or the Key	DS-9.
First Page Spis On Brid !	1017	\$48	Links Pro 15 Pelan Isri	ROSY	519	Phoena Social Ared	NOW	\$40	Total Control Faulball	NOW
Ernt Ppe E 97 W95 F	(0)	\$48	His Pro 18 Var Hara	81019	\$19	Dr. Prof.	05/97	\$42	Trippe Page 97	1017
Front Page Gulf sVD5 1	WOR	\$48	Cunar Golf	NOW	\$44	\$miGulf	MON	\$40	VR Basoball 97	NOW
Gult	1014	\$34	Mando et codadi 97	17097	\$45	Solid Ld	NOW	\$10	Vh. ubcerr	21017
Chund Slam '97 1985 !	WOR	\$49	NBA Live 97	NOW	\$45	Skange Gell W95	NOW	\$39	World Hockey 95	NOW
Stardhall 6 0	7/97	942	INCAA Obab Email 4 97	NOW	\$44	Ion Pin Alley W95	NOW	\$40	World Selies Baseball	NOW
dinaves Unginger 1995 F	16/64	535	BHL County 9	HOW	546	Lie Break Teethis	E 189	51	Work Cop Gell One Dise	MOM

			COMPUT	EIT	UAI	nes: namuwi	HHE		
Magic Access after	1,047	\$170	nu yu	<b>⊆</b> )₩	\$90	water 4 , 2012 pt.	temb	\$112	All of Contribution At A
16 Cartabilité	1,397	\$50	Bine rebi d'2	<b>WOY</b>	500	Egite - Weglife War a	*(1)	53.2	TM ame Faul 200W
FSG Fighterslick	NOW	\$100	Gravia GriP Controlls	NOW	\$85	IAS Sowitt Pr Withhold	NOW	\$89	TM Pro Puty Goll Sys. NOW
Flight Stick Pro	NOW	\$50	Grave GriP Pad 2 Pak	NOW	524	Madi Skowedi Pro Pd	NOW	530	TM Reddel Core: Bys GDW
Fonce FX	NOW	\$169	Guyls PC Comr Pati	NOW	510	Sound Blaster 32 PNP	NOVY	\$152	TM Wenpon Cont Sys NOW
target and J Appr	1404	576	Staves PG Garment Pro	NOW	577	Spring Haster 64 AWE	NDSY	5 /0	1M Will Probabli Cobil. (60%)
PC Camepost	11019	\$17	Graves Plineric Joystk	NOA	\$83	Space Orb 360	NOW	\$75	TM X-Eighte aysisk (1019)
Pro-Pedala	NOW	580	Gravis Thunderhird	NOW	\$43	TM Driving Control 12	NOW	\$108	TM Phazer Pad NOVr
Pro Throttle	NOW	\$102	10ga 7p Dev 100M Ext	HOW	\$100	TM F16 T05	NOW	\$108	TM GP1 NOW
Victori Print Pro	NOVY	\$75	10ga 7p Div 100M Int	NOW	\$100	TM F22 Pro	NOV	\$128	TM Top Gury Joystick, 710\V
Y-Cable	NOW	510	Jayswitch	FIOY	539	TM FLG F18 System	HOW	\$108	Verbal Communities - (IDV)

#### COMPUTER GAMES: ADULT

			0.01461	CHE		mico. Noor.	•			
Allegrats	WOW	\$39	Éras	NOW	\$19	Pendintion	NOW	\$15	Troje Warp	NOW
Anni Blackjack	NOW	826	Pantasonnes	WOW	534	Penthouse IA 2	WOR	532	ültra Sigla	NOW
Anal Ron 2	WOW	5-12	Рагланациен Анай	NOW	\$30	Penthouse IA 3	NOW	\$32	Jh a Vienn	14042
Asians in Wonderland	NOW	346	Fun House	WOR	531	Penthouse IA 4	NOW	\$32	VCA 6-Pack	NOW
As I was	NOW	\$40	Christiand Donna	NOW	\$49	Penthouse IA 5	NOW	549	VCA's Sea	N097
Busier Cherry	NOW	\$45	Chris lend Ten	NOW	539	Penthouse (A.B.	WOR	552	vampile's Kiss	NOW
Custom Couch	21014	539	Bellmend Tracy	NOVY	539	Penthouse interactive	1007	532	Venus Ptayhouse	NOW
Champlouty	NOW	529	Le dis douse	NOW	536	Playboy interviews	HOW	532	Virtl Las Vegas thite 2	100%
Cucus	NOW	\$29	Hot Leattler 2	NOW	\$25	Pleasure Zones	NOW	\$29	Viell Las Vegs Nit	WOW
Chib 21	NOW	535	(fot Stots	NOW	\$37	Poker Party	NOW	\$45	Virtual Director	NOW
Club Catetina	NDW	\$16	Hump Townes	NOW	539	Poro Mania	NOW	\$20	Virtual Golden Bye	(ROW)
Come Play With Mo	WOW	\$39	Interest Seymore Bt 2	NOW	\$49	Parria Paker	NOW	\$32	Virtual Sex 2	NOW
Crystal Fantasy	WOR	628	Interact Seymore Buls	NOW	\$39	Porntris	WOM	\$24	Virtual Sex	NOW
Cybet Phutographot	NOW	529	Infiniate Journey	WOW	524	Priyate Investigator	NOW	349	Virtual Sex Shoot	NOSY
CyberPeep Int	WON	\$12	Intimate Possbits	NOW	53B	Private Plat Park 2	WOR	\$49	Virtual Valene 2	NOW
CyberSin p Black Jack	HOW	\$36	Island Grit Resort	1005	539	Poyate Popon	NOW	544	Virtual Verofica	NDW
CyberStrip Poker	NOW	536	Japan Interactive	4007	545	Rodney Rubber Show	4097	5,34	Victoral Mictor	8052
CyberAperience	NOW	\$36	Later	NOW	544	Simulai Perven 2	1007	564	Virtual Vicens	nov.
Cyberpeep 2 Nurse	NOW	S2n	Lustions vari, Lingario	NOW	\$19	Spissnis N. Stones	HOW	59	Virtually Yours 2	NOVY
Cyberperp 2 Seh Gd	HOW	520	Lust Connection	NOW	\$39	Sex Gastle	WOW	620	Virtually Yours	NOW
Cyherpeep 2 Waters	NOW	\$20	Maddams Family	NOW	519	Sox TV 2	NOW	\$25	What's Your Name	NOV
Cyberpeep Cheerldi	NOW	\$20	Mystik Mistrosa	NOW	\$36	Sux Watt Juna	NOW	\$49	Wheel of Earthsy	HOW
Dark funnels	NOW	518	Nauty Parts	NOW	529	Sex The Garge	NOW	349	You're the Director	NUV
Deskiop Voyeur 1	HOW	529	Net Eratique	NOW	522	Sory Sports Trivia	NOW	517	Zoum	NOV
Duty Debutantes 2	NOW	538	Neurodancer	NOW	\$39	Shock The Game	NOW	\$49	GAY	
Duty Tricks	NOW	\$39	Nice & Hard	NOW	\$32	Satority Sex Hittin	NOW	\$29	Bacchus Su. Pack	NOW
Dr. a. x. Ar ana	7/09	\$30	Togra Gust 20:	1404	\$29	Figure Fulfaldis	NOW	579	ore the q	40%

LOW 539

HOW \$46

NOW \$39

NOW \$40

NOW 529

539

Space Suena 2

Spy Gub

Spin Fighter

Sinp lease

Strip Poker Pro

Strip Poker Pro 2

Texas Table Dance

SUPER ADULT & PAKI

JULY SAI

HOW Saa

06/97 \$43

NOW 539

05/97 \$49

NOW \$46

NDW 547

NDW 526

NOW \$48

05/97 540

HOW \$28

NOW \$44

NOW \$46

NOW \$39

95/97

\$35

\$40

Tose

Altalou

Athanea

Dellount

Fable

Edstatica 2

Azraels Tear

Plack Dahlig

Dark Earth W96

Davin of Darkness

Elk Moon Murder

Eighting Fantasy

Full Fhrottle

10th Place!

7in Guest 2 W95

Aden Quest W95

Advances no Jean Isla 06/97

Анты цватеу» Веуна ROW

Curse of Monkey lide, NOW \$48

Death Trap Dungeon 08/97 \$44

#### On Line Order Customer Servic

Tresposar Josep Park 10/97 548

Under Killing Moon NOW \$19

Zork, G and Inquisitor 10/97 \$50

Zork flutter - PDW \$53

## www.cdmag.com/chips.html or call 1-800-699-4263

Source Code 19877

#### COMPUTER GAMES: ADVENTURE RIGINA PAGE Torus Ristan Peci Gabrie Knight 2 NOW 540 Warnesis. 110W S14 Swelfoul NDW \$34 \$45 Lanter Humley W95 NOW Revertiond NOW Simon Se Leier Z NOW \$40 Incr Shansing Hera NOW 543 Obsidian W85 NUM SAR Sola Chusade 07/9, \$44 Indestructibles HUW S44 Outlaws W95 HOW \$48 Space Bar W95 HOW Son Interstate 76 W95 NOW Star Trek Jodn Rt Coll NOW \$38 \$48 Pandemonium NOW S50 Island of Di Moteau (05/9) Star Link Wayage. 11/97 \$40 Phantas-magning 2 HOW **548** 354 n6/97 KOR Files Plaque 0,19, \$42 Jan Fix Str Fit Arad - HOSY KO7-Princeless Bride, NOW \$25 Planettall 1495 05/97 \$44 Slars NOVY 538 Kings Quest 8 10/97 \$18 Police Gust 5 SWAT NOW Surreal W95 08/97 \$42 Knights Chase NOW 538 Qin Tomb Alid King 120W \$39 The Amedia NOW S46 Knights Xent NR18 UG NOW 87 Ouest for Glory & 06/97 \$48 The Last Express NOW 548 Leigure Sult Larry 7 NOW \$48 NOW S48 Third Mullermann WSS NOW \$44 Rama Light and Carluiss NOW \$44 Radnock Bampage 08/07 \$48 Tipus Warriors 06/97 \$26 NOW \$48 Lighthouse Buture to Krondot 08/97 Times apse And Civil NOW \$48 Magic of Xanth **HOW \$42** 06/97 \$43 Titanic July Out Time NOW \$44 Reverence Mittat Weeks HOW S38 Rivers of Dawn HOSV 841 Total Wip Dr. Bram - NOV/ \$33

05/97 \$45

NOW 538

NOW \$46

07/9- \$34

#### COMPUTER GAMES: ROLE PLAYING

HOW S42

HOW \$41

0 /9 \$52

Riversoild

SCARAB

Sign of the Jap

SPOR

Mission Daze Control 05/97 529

Mummy

Myst

M 51 2

			001111 0114		*******	. HODE I CH		-			
Alien Legacy	NOW	\$29	Dark Sun Online W95	NOW	\$15	Pools of Datimess	NOW	\$19	Star Tres. 1410 Fell Link	NOW Y	\$46
Anvit of Dawn	NOW	519	Diablo	NOW	\$30	Reventati Strohd	MOW	\$25	Stanekeep	NOW	\$25
Areita Dalaite	NOW	\$47	Die By the Sword	NOW	\$48	Anymitt 2 Stn Prop	NOW	\$19	Terracide	08/97	842
Betrayanir Andria	05:97	\$48	Dimpeur Master 2	NOW	\$25	Realt is at the Hamility	SOW	\$52	Therefore super	HOW	\$19
Champions of Krytin	NOW	510	Elder Scrolls 2	NOW	556	Relevat Lagacy	WOW	519	Ultima 7 Street	HOW	\$15
Cobra Mission	NOW	238	FR Desent to Undraite	WON	\$46	Ribbs Ark Stautow Bost	NOW	845	Litteria & Pagen	HOW	\$18
Curse of Azure Bonds	NOW	516	Fallout	WOW	\$53	Sacred Pools	NON	\$41	Uthina B Ascertaion	NOW	\$52
Dark Project	11/97	\$49	Lands Lore Grdne Deut	WOW	\$4B	Serpent's Kiss	NOW	\$43	Ultima Orlina	08/97	\$42
Gark Sun 2	WOW	547	Mendian 59 W95	NOW	318	Skyroaims of anning	NOW	\$33	Ultima biidiwid 1 &	2 NOW	\$15
Gark Surt 2	NOW	\$19	O Light & Tankness	05/9,	\$48	Star rail	HOW	\$29	With the Gold W95	4015	\$32

RULE PLAYING / PEN & PAPER													
NOW	\$54	Champions Deluxe	NOW	542	BURPS Gobies	NOW	518	Ritts	NOW	\$21			
WOR	\$17	Changeling	NOW	521	BURPS Mecha	WOR	\$16	Ritts Hardbound	WOW	528			
WOW	\$16	Changeling Screen	WOW	\$15	GURPS Robells	NOW	514	Robotech	NOW	\$11			
12014	\$20	Etmolycké & zárjátek Gorins	4408	5.3	GURPS Mattelbouse 20	NOW	\$15	Conclust 4 h Co	600	5-9			
NOW	\$20	Ілипоптаї Еусь 1	NOW	513	Henry Gent	NOW	828	PanteChest Dekian Book	NUM	5 9			
NOW	\$17	пошнота. Еуев 2	NOW	\$13	Ridded Invitable	NOW	\$17	Oursches Stentart fat	NOW	5 2			
MOM	819	Immortal Eyes 3	MOW	813	In Morring	NOW	525	Sen77F	WOW	\$21			
MOAY	\$16	iste of the Whighly	11014	\$10	Lineagha Juries	HOW	\$25	Shadoword 2nd Ed	NDW	\$70			
11014	\$17	Kithbook Sinash	4014	\$10	MERP	HOW	\$17	Skyrearns Jurane	HOSV	\$ . 7			
NOAL	\$25				Macross 2	HOW	\$11	Species	WOW	\$21			
MOAA				4	Mage 2nd Ed.	MOW	521	Star Warn Handcover	NOW	\$25			
				* -	Mechwarnon	WOW	\$13	StarWare Revised	NOW	\$25			
				, -	Millemonrs End 2.0	40%	527	Foot Deluxo	WOW	\$16			
				4-4	Ahrialidri	NOW	\$30	Toro Possibility Wars	MOM	\$25			
				4	Megiliation	NOW	510	Travellar	NOW	524			
NOW	\$18	Cybergeneration	MOW	\$16	Nexus	NOW	618	Underground	NOW	\$19			
NDW	\$26	Cyberponk 2020	NOW	\$17	Nightspawn	NOW	516	Vanipire 2nd Ed.	NOW	524			
NDW	575	Omgoniance 5th Age			Df Gody And Med	HOW	\$22	Wachnmorer Fantasy	NOW	\$19			
NOW	\$18	GURPS Aliens	NOW	514	Опсе Цроп а Пене	MOM	514	Wereyold	NOW	524			
WOW	\$15	GURPS Autodowl	WOW	\$15	Parancia Boxed Set	MOW	\$15	Witcherall	WOW	\$20			
WOW	319	GURPS Compendant 2	MOW	518	Paranola Filih Ed.	HDW	\$20	World Nearmicope	WOW	\$25			
HGAA	255	GURPS Rulebook	MOM	\$20	Pendragon 4th Ed.	NOW	\$19	Wrath	NOW	524			
	HOW	NOW \$17 NOW \$16 \$16 \$200	NOW \$84 Champtons Deluze NOW \$15 Champtons NOW \$16 Champtons NOW \$16 Champtons NOW \$18 Champtons NOW \$18 Champtons NOW \$18 Champtons NOW \$20 Immorrai Eyes 1 NOW \$17 Immorrai Eyes 2 NOW \$18 Nobles Shorung Host NOW \$25 Champtons NOW \$25 Champtons NOW \$25 Champtons NOW \$26 Conspiracy X NOW \$28 Co	MOW   S84   Champions Deluze   NOW	MOW   \$84	MOW   \$84   Champions Delize   NOW   \$42   GURPS Gobins	NOW   S84	MOW   \$84   Champions Deluze   MOW   \$42   GURPS Gohins   NOW   \$45   MOW   \$47   Changeling   NOW   \$21   GURPS Mecha   MOW   \$46   Changeling Screen   MOW   \$21   GURPS Mecha   MOW   \$46   Changeling Screen   MOW   \$21   GURPS Robella   MOW   \$44   MOW   \$46   GURPS Robella   MOW   \$44   MOW   \$46   GURPS Robella   MOW   \$44   MOW   \$46   GURPS Robella   MOW   \$48   MOW   \$20   Immental Eyes   NOW   \$13   Honey Goar   MOW   \$28   MOW   \$17   Indicate Invision   NOW   \$28   MOW   \$18   Indicate Invision   NOW   \$28   MOW   \$19   Momental Eyes   MOW   \$10   MEAP   NOW   \$25   MOW   \$10   MEAP   NOW   \$25   MOW   \$10   MEAP   NOW   \$25   MOW   \$25   Mobiles Sheming Host   MOW   \$10   Meap   Mow   \$26   Mow   \$21   Mow   \$25   M	MOW   S84   Champlons Deluxe   MOW   S42   GURPS Gobins   MOW   S48   Fults Mandbound   MOW   S47   Changeling   MOW   S48   GURPS Mecha   MOW   S46   Fults Mandbound   MOW   S46   Changeling Screen   MOW   S46   GURPS Rebotal   MOW   S46   Mobilect   Mow   S47   GURPS Rebotal   MOW   S46   Mobilect   Mow   S47   Mobilect   Mow   S48   Mobi	MOW   \$84			

#### COLLECTIBLE CARD GAMES

Battleteck Booster	MOM	12	Numerau SD	HOW	\$10	Middle Cartle Whard SD	NOW	\$9	Shocky SO Lid Ed	MOW	\$5
Battleteon Starter	MOM	56	MTO 5th Ed	NOW	82	Monty Python 80	WOM	19	SmilCity SO Unitd. Ed	WON.	\$8
Diang But Rup 1881	NOW	\$6	MTG 516 Ed	WOW	- 87	Monty Python &P	NOW	33	Star Trek Bounter	NOW	32
Duar Gettysburg	MOW	59	MTQ Mirage Boosler	110W	52	Netrunnor Goaster	WOW	\$2	Star Trek NO BP	NOW	\$2
DoomTrooper SD	NOW	56	MTG Mirage Starter	4048	38	Retrunner Starter	NOW	\$15	Star Trek Starter	NOW	58
Dr Who Booster	MOW	92	MTG visions	4097	\$2	Rago BP	NOW	52	Star frek 196 50	NOW	57
Di Who Starter	HOW	96	Magic Faller Empire	NOW	- 51	Rago t/mbru BP	NOW	52	Star Wars 8P	WOW	52
Great Dalmob	NOW	\$5	Magic Gathering BP	400	\$1	Rage Worewoll SD	NOW	55	Star Wars SD	NOW	57
Hordsy 30	WOW	\$9	Magic Gilbring Chron B	HOW	- \$1	Rage Wym BP	NOW	25	X-Files Bonklar	NOW	\$2
Huminati 9P	MOM	52	Middle Earth Wigard B	MUM	\$3	Simbity DP LID Ed.	NOW	\$1	X-Files Startes	NDW	59

HANDHUM AL	HUNY	34	WICH FRID WINDS	H MILLION	34	Shipcith he Fig Ent	nuw	91	Arries autres	UTAA	308
SC	YNC	PLAY	STATION				SEC	iA S	ATURN		
Attheil	06/97	\$50	Fadé to Brack	NOW	550	3-Decalhaton	NOW	\$50	Daytona USA	WOW	549
Assassin 2015	NOW	\$52	Final Doom	MOW	552	30 Baseball	NOW	\$52	Destruction Diriby 2	NOW	\$54
Batmán Fözeyet Arcade	NOW	\$42	Final Fantasy 4	06/07	572	4x4 Grans & Guts	NOW	551	Die Hard Trilogy	WOS	\$49
Beyond the Boyand	NOW	\$50	(D4.Independence Day	NOW	\$82	ADAD kenā Blacci	NOW	\$46	FIFA Seccet '97	NOW	549
Big Bass Wild Champ	NOW.	151	Kings Field 2	NOW	351	Altusa	WOW	854	Golden Axa The Doel	NOW	\$20
Blades of Bage	NOW	352	Muchwarner 2	NOW	\$49	Andretti Racing 97	WOR	548	104.6m/ependonce Da	YNOW	852
Bogsy Dead &	NOW	\$50	Monster Truck Hally	NOW	\$54	Arcades Greater(	WOR	\$47	Incredible Hulk	NOW	\$50
Breath of Fire 3	09/97	\$54	(Aprilat Kombat Trillagy	NOW	\$52	Area 51	WOW	\$51	Legend of Dasis	NOW	\$4G
Bubsy 1-D	NOW	\$50	NASCAR Racing	NOW	548	Assassin 2015	WOW	552	Mechinamor 2	NOV	\$49
Castlevania Blooditog	NOW	542	NFL Game Day 97	NOW	\$50	Assault Bigs	HOW	552	Mortal Kembat Triogy	08/97	552
Command & Conquer	MOAA	\$45	Need for Speed 2	MOM	\$49	Batter Monsters	WOR	\$34	NFL 97	1000	554
Contractegacy of War	NOW	\$48	Pandemonium	MOW	\$49	Bartle Sport	WOM	\$42	Need for Speed 2	MOSS	\$54
Crash Bandinoot	NOW	\$52	Parizer General	NOW	\$32	Bactestannes	WOF	\$46	Resident Eur	08/97	552
Gresadentto Flemorso	NOW:	549	Rebel Assault 2	NOW	549	Blacks of Regs	NOW	55?	Shiping Wratem	NOW	\$52
Crypt Killer w/Gun	NOW	560	Ridge Racet Revolute	NOW	544	Subsy 3-D	WOW	\$50	Sonic X-treme	10/97	\$48
Dack Forces	NOW	\$49	Sout Edge	NOW	845	Bug Tanf	NOW	\$42	Seven Strike	NOW	\$49
Destruction Derby 2	HOW	352	Teacer 2	4097	544	Castlevania Bloodling	HOW	\$42	Space Jum	ROW	\$42
Die Hard Tixlogy	NOW	\$50	Toh Shin Den 2	NOW	\$45	Contract & Conquet	NOW	552	Syndicate Wars	NOW	\$45
D ауын Неаго	14037	342	Twisted Metal 2	NOS	\$50	Contra Legacy of Wa-	409	\$46	Jit on's Most Komb	SNOW	554
		45.4		******		A 45 54	EMPHAR	all a de	431 4.00	Batheria	ern

'STAR TREK PLEET ACADEMY' Before Captain Kirk, Commander Chekov and Captain Side were legends, they were cade's it are class calefulled ratioof in the integers. The Star Real Arabonay Test your ingenuity, readership, and door age and daten tiple disjoin have what it takes to granuate 1st in your cass.

Release Date: NOW CD \$55

'F/A-18 HORNET' There's 28 different Persian Gull combat missions to (est your skills, you can blow up everything from am-munition depots using the M61 Vulcan cannon to MiG lighters with an AIM9 Side-winder!

Graphic Simulations Rolease Dale NDW CD \$45

'AGE OF SAIL 1775-1820' Delivers an excellent bland of exciting Real Time 3-D perspective naval combat along s pageantry and grandeur of those beautifully rendered sailvessels from the fall Ships graft

Empire Release Date: NOW CD \$42

THRUSTMASTER GRAND PRIX 1' Gives you like competitive edge with variable throttle and braking at your largertips and lightning fast thumb activated shifting. Securely clamps to your desktop. Total steering range is 180 degrees of travel

Thrustmaster Release Date: NOW \$74

X-CDM APOCALYPSE' You command the eide X-COM troops as they investigate and repel an nien invasion of Earth. You research and manufacture weapons, armor and vehicles. Destroy the aliens before it is loo late Spectrum Hotobyte

Release Date, 05/97 CD \$45

'SHIVERS II' Harvest of Spiris. This time you lind yourself stuck in Cyclone, the most bizarre town south of the 40th pandlet You try not to more, to much about the feeling of parandia, but somebody actually is stallding you

Retease Date: NOW CD \$42

BETRAYAL IN ANTARA An omplied over time has fallen pry to corruption and decay. Today a well-meaning Emperor faces a crumbling infrastructure where bribery, introducrepotlem deceit and assass nation run rampant Sierra

Release Date: 05/97 CD \$48

ADVANCED DUNGEONS & DRAGONS GUIDE REVISED The issert all training for all like intormation you need to create and run third ig swords and sorcery adventures is clearly taid

TSR, Inc. Release Date: NOW \$16

'MAGIG THE GATHERING BOOSTER PAK' The mojestic divilization within boast magical traditions dating back countless ears. Beneath the burning sun what power o you draw from the polent forces Wizards of Coast

Release Date: NOW \$8

'DRAGON FORCE' The world of Lagendra has fallen prey to the frightening reign of Madurk. His impreschable triest for pover has replaced tranquit lity with terror and bonor with treachery. Alas, the soli lary hope for redemption has been reduced to 8 power

Working Designs Release Date: NOW SAT \$42

"SOUL EDGE" This is a tale of couls and swords, franscending the world and all its history. Choose from 10 unique characters with their owns weapons and lighting style, ii amazing 3D. spectacular graphics Names

Release Date, NOW PSX \$45



M(C)

Principal March

At last count, it takes about 217 people to design, produce and market a killer game.



However, it still only takes one conference.

Register for the Computer Game Developers' Conference, April 25-30, 1997, Silicon Valley

Cranking out state-of-the-art games is becoming more complicated every day. Luckily, choosing the best place to gather inspiration, skills and tools is still a no-brainer.

Whether your company has 200 people, or two people doing the work of 200, our conference could be your launching pad to creating the next mega-game

In our 200 beefed up conference classes and tutorials, you'll learn from the masters how to design for sensational game play. Unleash blazing 3-D graphics. Add multi-player functionality. Produce screaming audio. Squeeze the most out of the Internet. Even conquer the cutthroat business of games in our new programs on project management and marketing & distribution

At every turn, you'll exchange tips and techniques with hotshot producers, programmers, product managers, writers, sound designers, artists and musicians who are pushing the outer limits of game technology.

out, so register today by phone at 1.800.441.8826, by e-mail at cgdc@mfi.com, or by visiting our web site. You'll see, the more intense your games get, the more intense our conference gets.



where killer games are born



02 Plan to buy (6 months)

**D8** Educational

**GO Advisation** 

#### E-PRODUCT-INFORMATION

In a Hurry 2-Fax This Card To: 609-829-0692

	T U	914911			_	т		_																
					1			harmulah ers toll he				2					correspo nformatio					be harled of charge.		m
CIRC	LE FO	RFRE	E INFO	RMA	TION																Vold	after As	guat 3°	i, 1997
001 026 051 076 101 126 151 176 201 226 251 276 301 326 351	002 027 052 077 102 127 152 177 202 227 252 277 302 327 352 377	003 028 053 078 103 128 153 178 2253 2278 303 328 353 378	029 054 079 104 129 154 179 204 229 254 279 304	005 030 055 080 105 130 155 180 205 230 2305 330 335 380	006 031 056 081 106 131 156 181 206 231 256 281 306 331 356 381	007 032 057 082 107 132 157 182 207 232 257 282 307 332 357 382	008 033 058 083 108 133 158 208 233 258 283 308 333 358	009 034 059 084 109 134 209 234 2359 234 3359 384	010 035 060 085 110 135 160 185 210 235 260 285 310 335 360 385	011 036 061 086 111 136 161 186 211 236 261 336 361 386	012 037 062 087 112 137 162 187 212 237 262 287 312 337 3362 387	013 038 063 088 113 138 163 213 238 238 238 3313 338 363 388	014 039 064 089 114 139 164 189 214 239 264 289 314 339 364 389	015 040 065 090 115 140 215 240 2265 2315 340 365 390	016 041 066 091 116 141 186 191 216 241 256 291 316 366 391	017 042 067 092 117 142 167 242 267 292 317 342 367 392	018 043 068 093 118 143 168 193 218 2243 2318 3368 393	019 044 069 094 1194 1694 2194 2294 3344 3694	020 045 070 095 120 145 170 195 2270 225 320 345 370 395	021 046 071 096 121 146 171 196 221 246 271 296 321 346 371 396	022 047 072 097 122 147 172 197 2247 2247 2277 2327 347 397	023 048 073 098 123 148 173 198 223 248 273 298 323 348 323 348	024 049 074 099 124 149 174 199 224 249 274 299 324 349 349	025 050 075 100 125 150 225 250 275 300 325 375 400
1 Wash 90 1	che bin competed ame Colle raduated i cost Gradui cost Gradui cost Gradui cost Gradui compa facintosh anga edicared-g cone ed whet te cover PC enfour (51	hust evel (Check of school or ligh School or ledge of school or ledge	of obucat of one only) less of only of one only) less of only of one of	n (bal	01. 02. 03. 04. 05. 06. 01. 02. 03. 7. 1. 01. 02. 03. 04. 04. 05. 06.	Idw o 'en Check one (*) Once e (*) Once e (*) Once e (*) Once e (*) Once e (*) Once e (*) Once a (*) Once a (*	do you at a congri wack very two to very tour of year commes con use electron rectionals.	of three were three months of the months of	ompuler;  sith  inths  ins  unclinke quelloke quelloke quelloke quelloke quelloke quello quel	games? games? gamputer s rec. from fall order avor re tyr	lore chain vandor	Titl Cor	ne mpany M							Telepho	оле	Zip		W 5/97-4
4 Dogs	86 MI OWN (07 ROM? (CI	plan to b neck one o	uy in neri 6 inly)	mon hs)	04 05 06 07	Bram Teas Card Spo t Action/Art	tade					4 5						bsc lption O for add	i † ona <sub>i</sub> p			arld for \$	27 94	



#### BUSINESS REPLY MAIL

FIRST-CLASS MAIL

PERMIT NO 433

RIVERTON, NJ

POSTAGE WILL BE PAID BY ADDRESSEE



PO BOX 10126 RIVERTON, NJ 08076-8626

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES



## ADVERTISER INDEX

#### FREE

.s.#	COMPANY	PRODUCT	PAGE	R.S.#	COMPANY	PRODUCT	PAGE
120	7th Level, Inc.	C-Nonre	63	122	Interplay Productions, Inc.	Redneck Rampage	54-55
101	7th Level, Inc.	Helicops	180-181	164	Live Enterminment	The Arrival CD ROM Adventure	218
248	Access Software, Inc.	Links LS	42	65	Looking Glass Technologies	British Open Golf	186
293	Accolule	Hard Ball 6	2-3	117	LucasArts Entertainment Co.	Outlaws	(38-(39
Z90	Accolade	Jack Nicklaus	C5-C7	118	LucasArts Enterlainment Co,	X-Wing vs. Tie Fighter	156-157
19[	ACT Laboratory Ltd.	Mite	47	259	Matrox Craplines, Inc.	Mystique	99
192	ACT Laboratory Ltd.	Power Ramp	215	76	MGI Software Corporation 6	Photo Editing Software	203
148	Activision	Dark Reign	85-69	155	MCM/UA Interactive	MCM/UA Interactive	15
140	Activision	Flewy Genr	82-83	100}	Micron Electronics, Inc.	Millennia	\$04-105
[4]	Activision	Hesen B	84-85	217	MicroProse	Master of Orion II	159
367	Activision	Interstate 76	8-9	193	MiemProse	Star Trek Generations	137
368	Activision	Interstate 76 Sweepstakes	73	-0	Microsoft	Inside Moves	- 185
145	Activision	Blood Onien Legacy of Kain	94-95	132	Mindscapo	Aaron vs. Ruth	145
147	Activision	Netstorm	0(1-9)	131	Mindscape	Creatures	134-135
l <del>H</del>	Activision	Sereamin' Demons	92-93	133	Mudscape	NCAA Final Four 97	147
146	Activision	Twinsen's Odyssey	96	280	Mojave	Secrets of the Lawar	В
142	Activision	Zork - Grand Inquasitor	86-87	260	NEC	Power VR	114-115
245	ActSoft, Inc.	Mail Order Products	244	143	New World Computing	Heroes II Expansion	32,33
75	Adobe Systems Ine®	Photo:Deluxe	208-209	230	ORIGIN Systems, Inc.	Ultima Online	G5
313	Advanced Gravis	The Blackbawk	182	116	Pirorba Interactive Publishing	SYN-i/actor	216
48	AnyRiver Entertainment	A Fork on the Tale	[3]	137	Playmates Interactive Entertainment	Duckman	49
106	ATI Technologies	PC & TV	31	134	Playmates Interactive Entertainment	MDK	26-21
(61)	Avalon Hill Game Company	History of the World	21	136	Playmates Interactive Entertainment	Meat Puppet	100-101
82	Bazouka(SAS)	Computer Group	113		Quarter*	MMX System	198
175	Blue Byte Software	Extreme Assult	217,219*	112	R& C Cames	Used Game Software	244
Ď	BMG Interactive Enterlainment	Moto Racer	35-37	266	SegiSoft	Emperor of the Fading Sun	29
370	Broderbund	The Last Express	10-11	180	Sega Entertainment	Sega Raily	[49,15]
29+	Brodedand	Warlonk	179	155	Siema On-Line	3D Ultru Minsi Golf	[9]
02	CCDC	Computer Game Developers' Confe	rence 240	153	Sierra On-Line	Shivers II	51
60	CH Products	Family Ad	41	125	Sir-Tech	Fable	53
69	Chips & Bits	www.ednaig.eom/ehips.biml	237-239	291	SouthPeak Interactive	Video Reality	4-5
12	Corel Corporation	Family Tree Suite	19	247	Spacetec IMC Corporation	SpaceOrb	155
78	Creative Lubs	Sound Blaster AWE 64	227,229,231°	239	Stratege Simulations, Inc.	Imperialism	163
130	Cryo Interactive Entertainment	Dragon Lore II	123	238	Strategic Simulations, Inc.	SSI Add-Ons	161
	Dic mond Multimedia	Monster Sound	109	276	Tukusuft	Bulkun	171
P.	Diamond Multimedia	Stealth 3D 2000 & 3000 Accelerators	111	277	Taknsoft	Napoleon in Russia	170
233	Earth Link	Arena	225	127	THO	Pax Imperia	153
275	Łidos	Conquest Earth	164-165	161	ThunderSeat Technologies	ThunderSeat	160
279	Erdos	Timal Buder	23	77	Toshihii*	Infinia Line	204-205
362	empire Internetive Entertainment	Pro Pinball	77	271	UBI Soft, Inc.	Pod	142-143
44	Engage Carnes	Online Gaming	16-17	40	United GD-ROM	Mall Order Products	245
250	Falcon-Northwest	Falcon MACHV	75	384	V Communications	System Commander	65
184	Fugitsu Interactive	K-9 Screen Saver	43	292	VideoLagie, Inc.	Guphies Hardware/8D Games	79
(0)	Cateway 2000	Famile PC Multimedia Systems	117-120		Virgin Interactive Entertainment	Command & Conquer Red Aiert	167
282	CT Interactive Software	Blood	C2-C4J*		Virgin Interactive Entertainment	Command & Conquer, Red Alen Missi	ons Disk 71
365	CT Interactive Software	Shadow Warrior	175-177		Virgo, Interactive Entertainment	Command & Conquer Win '95	172-173
e	Intel Corp.*	MMX Pentlum	200-201		Virgin Interactive Entertainment	Crand Slam	39-61
172	Interactive Magic	Battles Of Alexander	168		Virgin Interactive Entestainment	Lands of Lore: Guardians of Destiny	126-127
74	Intergraph Computer Systems	Intense 3D	103	66	WizardWorks Group, Inc.	Star Gunner	[4]
126	Interplay Productions, Inc	Atomic Bomberman	133	4	ZD Net	ZD Net - Briefease Ad	192
263	Interplay Productions, Inc.	Drogon Dice	129		ZD Net	ZD Net University	195
354	Interplay Productions, Inc.	Fallest	125	4	ZD Net /ZDTV	The Site	233
26E	Interplay Productions, Inc.	Forgotten Realins Archives	169		*MNEX Section		

#### **R&G GAMES**

PO BOX 5008 Glandale His. IL 60139

#### We Buy & Sell New & Used IBM Games

Call fex or email request for prices before sending games call 1-800-525-GAME canada 630-980-9996 Fex 830-980-9996. Email regames@ad.com More gemes in stock call for prices.

"Itself Games" Outside for Glory Anthonory 52

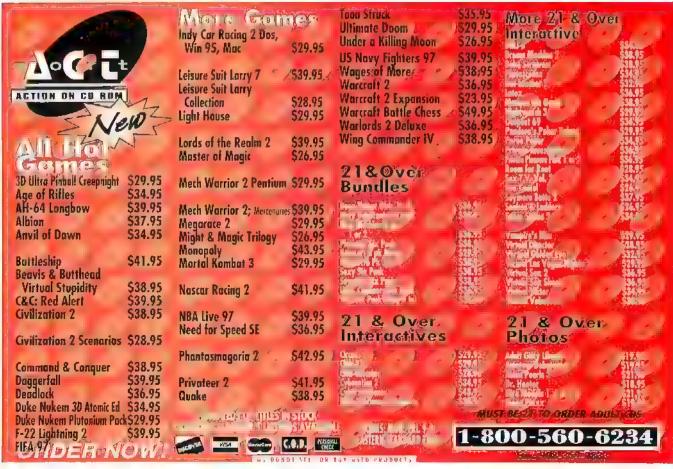
	More g	jemes in stock call for pri	ÇES,
***Used Games***		Quest for Glory Anthology	\$28
7th Guest CD	\$19	Shivers CD	\$23
11th Hour CD	\$26	Start Thurder CD	\$26
Angel Devoid CD	\$16	Silant Hunter CD	\$29
American Civil War CD	\$29	SpaceQuest Collection CD	\$25
Age of Rifles CD	\$29	Spycraft CD	\$25
Cassar 2 CD	\$22	Stor Control 3 CD	\$25
Crylization 2 CD	\$28		\$74
Command&Conquer CD	\$29	Torrio's Passage CD	\$22
Conquest of New WorldCD	522	Under a Killing Moon CD	\$18
Crusader No Regret CD	\$27	VR Soccer 96 CD	520
Crusader No Remoree CD	\$20	Wages of War CD	\$29
Cyberstorn CD	\$22	Worcraft 2 CD	\$27
Diable CD		Warwind CD	\$32
Dig CD		Wing Commander 4 CD	\$29
Daggerfall CD	\$30	Woodruff & Schnibble CD	\$20
Dark Forces CD	\$22		\$25
Deadlock CB	\$25	****New Games****	
Eradicator CD	\$25	Afterire CD	\$28
Exploration CD	\$18		\$38
Fri Pg Sp Baseball 96 CD	\$22		\$37
Full Throttle CD	\$22		139
Gene Wars CD	\$15		\$38
Grand Prix 2 CD	\$25		\$34
Haraes Might & Magic CD	\$22		239
Lighthouse CD	\$20		\$39
Medden 97 CD	\$32		\$38
Machwarner 2 CD	\$26	Privatour 2 CD	\$39
Mission Critical CD	\$10		\$39
Murry Tomb Pharch CD		Steel Panihem 2 CD	\$39
Myst CD		Timo Commando CD	\$37
Normality CD		Tomb Raider CD	\$39
Pandora's Oirective CO	\$29	Trophy Base 2 CD	\$39

Free UPS Shipping with purchase of \$75 or more House M-F 9am-9pm http://members.col.com/RGGAMES/index.html

Major Credit Card, Cashier Check, Money Order Accepted NO COD All games must have original bores, ED's minimats (NO COHES) in good condition, working, Scratch & virus free, Any unacceptable games will be returned at your reprense 35 ups per box. Prices subject to fatinge & availability

# MOVING?





WW. CHECK OUT OUR HOT WEBSITE AT

## ITED CD ROM®



vww.ogr.com

Online Gaming Review: For all the hottest computer gaming news & best reviews, demos, previows & more, visit www.ogr.com. Check it out today! FREE

CALL US NOW FOR A FREE CATALOG! 1•800•864•8334

REE SOFTWARE

SAME DAY SHIPPING



ENEMY NATIONS LOST PLANET: The time is the future. The human population has increased to the point where the Earth is unable to sustain it. A new planet must be found TOONSTRUCK: Starring Christopher Boyd. Your bass has it in far you & you've lost all self-respect doing work even a half-wited mankey would balk at

LITTLE TRINGIES: Embark on a quest for coolness by helping Beavis & Butthead avoid things that such & End frages that gur cod

53121

Toor struck 45118

Little Thingses 53131







SIMPSON'S CARTOON STUDIO: Credite your very own Simpsons extravaganza chaosing from over 35 backgrounds 250 props. 50 spec or effects & hundreds of sounds & voices

DIE HARD TRIOGY: Three exciting games on and action-packed CD. Die Hard, Die Hard 2-Die Harder & Die Hard With A Vengeonce

1D4 Make your way through fully rendered 3D environments in this flight fight quest to destroy the aliens' mathership, by planting a virus in its computer system.

50519 Die Hale 50335

ID4 51499



**533** 



3 IN 1 GOLF BUNDLE

Galf Horbour Town

Golf Links, Picture

d Alene & a video

Farciamentals of

Ol bettine

Feelert Gott The Coeur

PICTURE PERFECT GOLF Includes Picture Perfect 🚇 SUGAR LOAF Experience the thrill of playing the world's inest courses. Features thousands of real photographs The most

the Modern Golf Swing.

realistic golfing experience available



SCORCHER' Scremming through is white knuckled world at shadows & danger you must pit your skills against a pack al high-speed rivois where ultimotely, only one wil. survive

AMOK: With the best graphics, lastest gameplay & most diverse replayability in its genre this 3D shooter puls you in control of a help li battle mech

SPQR: As the apprentice of a gifted inventor, you find yourself in the midst of a langled web of deceit & intrigue as you altempt to uncover the plot to destroy Rome

AREA 51: As a soldier in the elite S.T.A.A.R. forces, you must penetrate after forces at Area S1 & eliminate the threat of the deadly alien infection that has spread through the base

51305

45 Amak \$4

WAS \$44





NECRODOME: In the future rocing has become a deadly blood sport where staying alive is the only prize Drive on incredibly

MINDSCAPE powerful amored vehicle bristling with hightech weaponry STAR GENERAL. You are in control of a multiplanetary force to take back the galaxy from six steadily encountring races. The tate of hundreds of worlds is in your hands

STEEL PARTHERS II MODERN BATTLES: Get ready to rumble Game play is fun, easy & exciting, Explosive SVGA graphics & intense animation help you leef the destruction DEFINITIVE WARGAMES II: An entire collection of worgame ciassics in 1 box 15 top his flom 5 different publishers including the lifes Harpson II. Street Panthers, Genghis Kahn II & many more

Nocredome \$

Steer Panthers 50450



DAYTONA USA: This wild high-speed stock car racing game allows you to choose from four dynamic viewpoints on the fly to get a true ocing perspective

Warld Series Baseball: Packed with updated stats, amozing game play, real teams & ceat players. Play a full season & World Series All Star Game of practice your swing in the Home Run Derby

BUG. The gnat-brained action hero with a little talent, a lot of style & a huge ego has got to save his insect mends before they releaten for





VIRTUAL SNOWBOARDING by Multimedia Productions for those interested in the rapidly growing sport of snowboarding With Quick ime VR on snowboarding RUS

112

" While supplies last, Shipping charges apply to free offers Orders received as late as 9:30 pm (CSI) for 2nd day our

Call for other deadline times.

Special offers, Nem availability and prices may vary exceeding to formul and one subject to change without notice All prices in U.S. dollars. Het pesponsible for incovertent

Business Hours Mon-Fri 8am-10pm, Sat 8am-5pm, Sun 12pm-5pm Mail Orders to: 800 United CD ROM Drive, Urbana, IL 61802

CONTACT US!

CompuServe: 76043,1605 America On-line: UNITEDCD BBS 1-217-352-9654

http://www.unitedcdrom.com Fax back 1-217-352 8123 Fax orders 1-217 337 8531



SI BASEBALL '97 by Microleague With over 10 000 stats per player including hilling, fielding & running, it really puts you in the game

44956

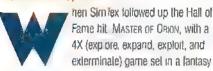
CONT WAS

elcome to the Cooperstown of Computer Games. Here you'll find, raised upon pedestals, the games that broke the records, established the benchmarks, and held gamers in delighted trances for untold hours.

#### THE RESTRICTION CO., SALLING

#### **Master of Magic**

MicroProse, 1994



environment, we were skeptical. We pictured a

rehash of SSG's brilliant Warlords, but when we played Master or Magic, what we experienced was a mixture of Sid Maler's Civilization, Magic: THE GATHERING, and MOO, with a bit of a wargaming and role playing thrown in. The map, exploration, and city construction sequences functioned like Civ's, so experienced gamers could jump right in. Creating a sorcerer was graffy ing, and the development of the sorcerer's magical abilities was far more satsfying than most level advancement schemes in real role playing games. Using and researching differing strands of magical studies made the game very replayable, as sorcerers built their spellbooks instead of using the card decks found in Magic: The Gathering. Plus, the research frees underlying the different schools of magic created enough interesting trade offs that players felt their decisions really changed the way the game played.

Tactical combat was clean, efficient, and colorial—with enough maneuverability to satisfy most wargamers. Both the art used for tactical compat units and the special effects for the spells were visually at the forefront, countering the slightly dated look of the strategic map and limited animation in some screens. Although Master of Magic's original release regularly crashed, it was promptly

patched and became a masterpiece of play balance, discovery, replayability, and gaming challenge.

#### Wing Commander III

Origin, 1994



hris Roberts was the first designer to pull off the "interactive movie" concept with Wing Commander III. With previously unmatched cinematics

wrapped around a groundbreaking 3D space

sim, Origin managed to delicately balance gameplay and story With a cadre of familiar actors including Mark Hamill (Star Wars), Malcom McDowell (Star Trek: Generations), and Ginger Lynn Allen (On Golden Blonde), Wisig III's video sequences actually ranked up there with the best B movie sci-li. Sure the Kilrathi suits looked a bit too cuddy, like Maine Coon Cats who'd had one can loo many of Beef & Liver, but overall the movie sequences did a great job of pulling you into the story and giving you the feeling that you had a vested interest in winning the Kirrathi war. And unlike previous interactive movies, the gameplay didn't suffer in the name of "art." Wing III's interactive space combat segments were unmatched—two years rater there was still little room for improvement in WING IV. Fast, 3D space compat; good pilot Al, and crisp hi-res graphics.

made for some very intense missions. But the real key was the association

your ship—losing a wingman could have a significant effect on the storyline.

of your performance in space combat with what was happening back on

Wing Commander III still holds its own against competing titles more than

#### Modern inductees

ALONE IN THE DARK (I-Mation, 1992)

BETRAYAL AT KRUNDOR (Dynamix, 1993)

DAY OF THE TENTACLE (LucasArts, 1993)

**Дорм** 

(id Software, 1993)

FALCON 3.0 (Spectrum HoloByte, 1991)

FRONT PAGE SPORTS FOOTBALL PRO (Oynamix, 1993)

GUNSHIP

(MicroProse, 1989)

(Three-Sixty Pacific, 1989)

KING'S QUEST V (Sierra On-Line, 1990)

LEMMINGS (Psygnosis, 1991)

LINKS 386 PRO (Access Software, 1992)

M-1 TANK PLATOON (MicroProse, 1989) MASTER OF ORION (MicroProse 1993)

two years later-a testament to its top-notch production values.

RAILROAD TYCOON (MicroProse, 1990)

RED BARON (Dynamix, 1990)

SID MEIER'S CIVILIZATION (MicroProse, 1991)

THEIR FINEST HOUR (LucasArts, 1989)

THE SECRET OF MONKEY ISLAND (LucasArts, 1990)

TIE FIGHTER (LucasArts, 1994)

Ulmma VI (Ongin Systems, 1990)

ULTIMA UNDERWORLD (Origin Systems, 1992)

WING COMMANDER I & II (Origin Systems, 1990-91)

WOLFENSTEIN 3-D (ld Software, 1992)

X-Com (MicroProse, 1994)

#### Inductees Prior To 1989

BATTLE CHESS (Interplay Productions, 1988) CHESSMASTER (The Software Toolworks, 1986)

DUNGEON MASTER (FTL SOFTWARE, 1987)

EARL WEAVER BASEBALL (Electronic Arts, 1986)

Empire (Interstel, 1978)

F-19 STEALTH FIGHTER (MicroProse, 1988)

GETTYSBURG: THE TURNING POINT (SSI, 1986)

Kampferuppe (Strategic Simulations 1985)

Mech Baisage (Strategic Simulations, 1985)

MIGHT & MAGIC (New World Computing, 1986) M.U.L.E. (Electronic Arts, 1983)

PIRATES (MicroProse, 1987)

SIMCITY (Maxis, 1987) STARFLIAMT (Electronic Arts, 1986)

THE BARD'S TALE (Electronic Arts, 1985)

Ultima III (Origin Systems, 1983) Utrima IV (Origin Systems, 1985)

WAR in Russia (Strategic Simulations, 1984) Wasteland (Interplay Productions, 1986)

Wizarday (Sir-Tech Software, 1981)

ZORK (Infocom, 1981)

EG W

**MAY 1997** 

omputer game programs have grown so massive and the number of hardware configurations has become so huge that incompatibilities and glitches are frustratingly common.

Software fixes, or "patches," for buggy programs have become a necessary evil until we reach the golden age of standardized platforms and bug-free programs. New patches are in red.

1830 V1.4: Your rail empire will build more smoothly with enhanced Al (plus a truly "easy" option). The lesser memory requirements allow would be Vanderbills to run the program with a mere 4MB of RAM. Several new toggles enhance gameplay.

Age of Rifles V1.3: Commanders will find campaigning much facilitated by the variety of command control heaks, scenario enhancements, and casualty rate adjustments, among other fixes. Be sure to reconnoiter the exhaustive READ.ME file.

Age of Sail V1.02: A host of improvements for Talonsoft's real-time wargame, Installing this patch should not overwrite your saved games.

Battleship V1.1: Hasbro's ship finally sais as it should have, with many of the multiplayer and timing issues solved by this patch.

Blood & Magic V1.01: As Alenc the Avenger on Level 3, you should no longer have a problem when the Brigand is altacked after the game is saved. Modem and Direct Link performance is improved as well.

Daggerfall V1.06.200: Installing a patch for Bethesda's acclaimed, but buggy, RPG is an adventure in itself, but this patch does correct many of the game's flaws.

#### Harpoon Classic 97 V1.62c:

From clearer Cambean blue water to database additions, this patch fights hard to make a complex game more accessible.

Heroes of Might & Magic II: (DOS and Windows versions) This powerful patch spell adds a random map generator in the World Editor, fixes numerous small bugs, and clears up anomaties from the documentation.

Hind Win 95 Patch: New WSO operation modes, an audible under carrage, optional wimp mode landing custion, better keyboard controls, and provision for two-player R-60 flights are but a few of the welcome improvements to this popular sim.

Links LS V 1.30: Tee off without worrying about the ball flight bug, sound script bug, or match play bug Use only if you have V 1.0—this patch is not for the European version!

Lord of the Realms 2: Millord, with this patched sword, you may slay the internet Explorer scourge, without reinstalling you Microsoft application.

MechWarrior 2 For Mac: Mac
'Mech meisters now enjoy support for
603e and 604e processors and additional joysticks.

MOO II V 1.2: Just when you though! Anlares was safe to conquer, intelligent allens arrive bearing this patch, which promises many fixes.

NBA Full Court: Nets are an mated on made shots, and the 24-second shot clock now resets correctly after all defensive fouls and illegal defenses. Afley-oop passes occur less frequently, and the Al is slightly improved

Over the Reich V1.01; Gameplay bits a higher ceiling, with several adjustments to bomber defensive fire, frequency of reinforcements, angle of interceptions, high-G maneuvering, and banking

Phantasmagoria 2: If you insist on finishing the game—and avoiding video lockups and other crashes—you'll need this patch. Be warned, however: this fix is only for DOS versions.

Risk: Finally, you can play the game hotseat!

Star General V1.01: Patches for both DOS and Win 95 are out, featuring a number of multiplayer and Al issues.

Steel Panthers V1.2: A compilation of updates from 1.1 to1.19, fea turing many clarifications, modifications and bug fixes for SSI's popular modern warfare game.

Tomb Raider: The 3DfX support patch is now final, and shows off Lara Croft's attributes in stunning high resolution, complete with mip-mapping and more holkeys.

Total Mayhem Patch: Improved walking in groups, revised map layouts, and a new SETTINGS EXE file make for more mayhem, less frustration.

Wages of War 1.28: Several minor fixes for New World's mercenary strategy game.

War Wind V1.2: Multiplayer struggles for Yavaun are greatly enhanced by this upgrade, which works with both LAN and Internet. This patch has been tested for KALI compatibility as well. Make sure that you have DirectX 3.0 properly installed, and that all players are running the same version of WAR WIND. Also, saved games from earlier versions of WAR WIND with not work with V1.2

Wooden Ships & Iron Men V1.02: Sa ling into battle with 8MB RAM is now a breeze.



Check for new paiches on the dame



#### Publisher Web Sites

Many patches are available from the publishers at the following sites

Accolade: www.accolade.com Activision: www.aclivision.com

Apogee/3d Realms: www.apogee1.com

Avalon Hill; www.avalonhil.com Bethesda: /www.beihsoft.com Blizzard: www.blizzard.com Bullfrog: www.ea.com/bullfrog.himl

Domark: www.domark.com

EA: www.ea.com

EA Sports: www.easports.com

Epic MegaGames: www.epicgames.com id Software: /www.idsoftware.com

Interactive Magic: www.maglcgames.com

Interplay: www.interplay.com LucasArts: www.ucasarts.com

MicroProse/Spectrum HotoByte: www.mlcroprose.com

Microsoft: www.microsoft.com

New World Computing: www.rwcomputing.com

Ocean: www.ef2000.com
Origin: www.ea.com/origin
Papyrus: www.slerra.com/papyrus

Panasonic Interactive Media: www.panasonic.com/cool

Philips: www.amia.com/games Sierra On-Line: www.sierra.com

Spectrum HoloByte: www.microprose.com

SSI: www.ssionline.com

Take 2: www.take2games.com/main.html

Talonsoft: www.talonsoft.com

Virgin: WWW.VIE.COM

#### THE COMPUTER GAMING POLL • A MONTHLY SURVEY OF CGW SUBSCRIBERS

ach month 2,000 CGW subscribers are selected at random to rate 100 computer games. The results of that poll are combined with the results of previous months to yield a cumulative average for the best plays in gaming. If you receive a ballot, please return it with your ratings so that other gamers and game publishers can benefit from your experience



NV.				
Sarkety (I		TOP ADVEN	TURE GAMES	
		AAM	ENWINE.	<b>ECORE</b>
	1	Pandora Directive	Access	8 36
	6	Gabriel Knight 2	Sierra	8 36
	3	Leisure Suit Larry 7	Sierra	8 12
	4	The Neverhood	DreamWorks	8 11
1	5	Phantasmagoria 2	Sierra	7.81
	6	Spycraft	Activis <sub>i</sub> on	7 73
	7	Lighthouse	Sierra	7 63
	8	Full Throttle	LucasArts	7 54
	9	Titanic	GTE Entertainment	Access 8 36 Sierra 8 38 Sierra 8 12 DreamWorks 8 11 Sierra 7.81 Activision 7 73 Sierra 7 63 LucasArts 7 54
	10	Under A Killing Moon	Access	7 31

深 为	1/4	TOP CLASSIC/	PUZZLE GAMES	
To be the land of the land	1	EAME	COMPANY	SCORE
	1	You Don't Know Jack	Berkeley Systems	8 14
	2	Incredible Toons	Slarra	7.25
	3	Incredible Machine 2	Sierra	7.10
	4	Monopoly	Virgin/Westwood	6.86
	5	Risk	Hasbro	6.55
	6	Baku Baku	Sega	6.15
	7	Battleship	Hasbro	6.14
	8	Mind Grind	M.eroforum	6.00
	9	_		
- 1	10	_		





MILITARY STATE	È			
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		TOP STRATEGY		
100	100	GAME	COMPANY	SCORE
1	1	WarCraft II Expansion Disk	Blizzard	9 05
	2	WarCraft II	Blizzard	8 92
	3	Red Alert	Virgin/Westwood	8.91
1	4	Heroes II	New World Computing	8,81
- '-		Civilization II	M croProse	8.81
	8	C&C: Covert Operations	Virg n/Westwood	8.48
	7	Command & Conquer	Virgin/Westwood	8,41
	8	Heroes Of Might & Magic	New World Computing	7.98
	9	Jagged Alliance: Deadly Games	Sir-Tech	7.94
	10	Lords Of The Realm II	Sierra	7.85

100		TOP ROLE-	PLAYING GAMES	
4. Es		CAMP	COMPANY	SCORE
160	1	Diablo	Blizzard	8.91
	2	Daggerlali	Betnesda	7.65
	3	Anvil 8t Dawn	New World Computing	7.31
	4	Stonekeep	Interplay	6.94
	5	Albion	Sine Byte	6 28
	6	_		
	7	-		
	8	_		
	9	144		
	10			

-				
111	1	TOP WARG	AMES	
77- 3 Table		HAME A SECOND SE	COMPANY	SCORE
-	1	Steel Panthers Campaign Disk	SS	8 71
	2	Steel Panthers	SSI	8.50
	3	Panzer General	SSI	8.31
	4	Battleground: Shilph	TalonSoft	8.13
	5	Battleground: Antietam	TalonSoft	8 11
	6	Battleground: Waterlog	TalonSoft	7 78
	7	Robert E. Lee: Civil War General	Sierra	7 53
	8	Battleground: Gettysburg	TalonSoft	7 47
	9	Age Of Sall	TalonSoft	7 04
	10	Harpoon Classic 97	Interactive Magic	7 04

e darf t

#### TOP 100 GAMES

	CARRE	FRINTANY	TYPE	SCANE		CAME	COMPANY	TYPE	SCORE
4 1	WarCraft II Expansion	Disk Blozzard	Sī	9 05	51	Daggerfall	Bethesda	RP	7.65
2	WarCraft II	Blizzard	ST	8.92	52	NBA Live '96	EA Sports	SP	7.63
3	Red Alert	Virgin/Westwood	ST	8 91		Lighthouse	Sierra	AD	7.63
46	, blablo	Blizzard	RP	8.91		U.S. Havy Fighters	EA	SI	7.63
5		New World Computing	ST	8 81	55	The Need For Speed	EA	AC	7.62
25	con Civilization (I)	MicroProse	ST	8.81	56	NHL Hockey '98	EA Sports	SP	7 61
7		Access	SP	8 79	57	Fantasy General	Sierra	ST	7 56
. 8		Slerra	SP	8.75	58	Full Throttle	LucasArts	AD	7 54
9			WG	8 71		NBA Live '95	EA Sports	SP	7.54
T 10		Eidos	AC	8.54	80	Robert E. Lee: Civil War General	Sierra	WG	7 53
11		Apagee/30 Realms	AC	8.53	61	PGA Tour Golf 488	EA Sports	SP	7.51
12		EA/Ongin	Si	8.52	62	CivNet	MicroProse	ST	7 49
13		SSI	WG	8.50	63	Battleground: Gettysburg	TalonSoft	WG	7.47
14		EA Sports	SP	8.48	64	Jelfighter III	Mission Studios	SI	7.44
14	Ç&C: Covert Operation		ST	8.48	65	FIFA '97	FA Sports	SP	7.43
40							GTE Entertainment	AD	7.41
18		Virgin/Westwood	ST AD	8.41 8.36	66 <b>67</b>	Titania Tony LaRussa 3 '96	Stormfront Studios	SP	7,37
17		Access						SP	7.36
*	Babriol Knight 2	Sterra	CA	8 36	68	FPS Football '95 Descent II	Sierra	AC	7.35
19		SSI	WG	8 31	69		Interplay		
	Grand Prix 2	MicroProse	SP	8.31	70	MissionForce Cyberstorm	Sierra	ST	7.34 7.32
21		Activision	SI	8.29	71	Sim City CD-ROM	Maxis		
22			AC	8 25	72	Under A Killing Moon	Access	AD	7 31
23		EA/Origin	SI	8.15		Anvil Of Dawn	New World Computing	RP	7 31
24		Berkeley Systems	CP	8 14	74	Zork Nemesis	Activision	AD	7.28
25		TalonSoft	WG	8 13	75	Incredible Toons	Sierra	CP	7.25
26		Sierra	AD	8.12	76	Virtual Pool	Interplay	SP	7.24
27	The Neverhood	DreamWorks	AD	8 11	77	Syndicate Wars	Bullfrog	AC	7 23
	Battleground: Antieta	n TalonSoft	WG	8.11	78	Magic Carpet 2	Bullfrog	AC	7.22
	The Need For Speed S	E EA	VC	8.11	79	Hexen	id/raven	AC	7,21
30	Quake	ld Software	AC	8.07		Madden 197	EA Sports	SP	7 21
31	Crusader: No Regret	EA/Origin	AC	7 99	81	Phantasmagoria	Sierra	AD	7.20
32	Heroes Of Might & Ma	igle New World Computin	g ST	7.98		NHL Powerplay	Virgin	SP	7 20
33	EF2000	Ocean	SI	7 95	63	Fond	Interactive Magic	SI	7.19
34	Jagged Alliance: Dear	lly Games Sir-Tech	ST	7 94	84	Terra Nova: Strike Force Centaur	l Looking Glass	AC	7 17
35	U.S. Marine Fighters	EA	SI	7 92	85	Virtua Squed	Sega	AC	7.13
36	Silent Hunter	SSI	SI	7,91	86	Relentless	EA	AD	7.12
37	Privateer 2	EA/Orlgin	SF	7 90	87	Star Control 3	Accolade	AD	7.10
38	Lords Of The Realm II	Sierra	ST	7 85		Legends Of Kyrandia 3	Virgin/Westwood	AD	7.10
38	Phantasmagoria 2	Sierra	UA	7.81		Incredible Machine 2	Sierra	GP	7.10
40	Battleground: Waterlo	a TalonSoft	WG	7 76	90	System Shock	EA/Origin	AC	7.09
41		Blizzard	ST	7.74		Flight Unlimited	Looking Glass	SI	7.09
42		Sierra	SP	7 73	92	Hyper 3D Pinball	Virgin	AC	7 06
7.6	FPS Football Pro '97	Sierra	SP	7,73	93	Age Of Sail	TaionSoft	WG	7.04
	Spycraft	Activision	AD	7 73		Star Trek: TNG, Final Unity	Spectrum Holobyte	AO	7.04
45	**	\$56	ST	7 72		Harpoon Classic 97	Interactive Magic	WG	7.04
	Jagged Alliance	Sir-Tech	SŦ	7.72	98	The Dig	LucasArts	AD	7 01
47			S.	7.69	97	Road Rash	EA	AC	6.99
46		Sierra	SP	7 68	98	Caesar II	Sierra	ST	6.98
45		EA Sports	SP	7 66	99	Hardball 5	Accolade	SP	6.97
49								AC	6.96
	F-22 Lightning	NovaLogic	SI	7 66	100	Virtua Fighter PC	Sega	Alu	0.50

Games on unnumbered lines are tied with game on line above  $\bigstar=$  Top game of type, Red = New Game, AD - Adventure, RP Role-Playing, SI = Simulation/Space Combat. ST = Strategy WG = Wargame, AC = Action, SP = Sports, CP = Classic/Puzzie. Games are referred after two years and become eligible for the Half of Fame.

245

# What's The Deal With... Psycho Geeks?



f you aren't interested in playing online games, then you can skip this column—it will be another episode of "Martin of Omaha's Wild Netscape." Today I'd be stalking and lagging the new pest that currently grips the online world. The dreaded Psycho-Geek.

Yes folis, this virulent and maletic mutation of the NetWit strain (the Net brings great power with no responsibuilty) has found a large and fertile hunting ground in the explosion of Web based multiplayer garning arenas. And, while formenting the socially inept is always good for a laugh in my book, there is a slightly more serious aspect to these bitter loners of the online world. Now, I am not talking about the annoying 12-year-olds who keep using Caps Lock in the chal rooms, or the insecure guy who ties up C&C by sending inane gloats every time he kills a rifleman. No, these two types are titans of majurity and consideration when compared to the newest member of the internet's Dysfunctional Freak Show, the Game Wrecker.

These are wretches so pathetic that winning -or even sheer obnoxiousness—doesn't quite deliver that shred of importance they seem to need. They can only have fun by making sure nobody else can. This virtual version of kicking over sand

castles seems to manifest itself in three variations on the theme: Crashers, Cheats, and Killers.

The Crasher tooks to be some kind of pathetic descendant of the Evil Hacker, and for some reason gets great pleasure in joining online

pathetic freaks are turning online gaming into a serial-killer pre-school. >>

games, usually complex multiplayer strat games like Deadlock, CivNet, or MOO II, and then deliberately doing things to crash the game after a few minutes or half an hour. Often, this seems to be precipitated by somebody daring to outplay them; crashing the game is some sort of pout going home and taking the game with them, so to speak. Their revenge for being beaten is to make sure nobody finishes the game and ad are left in awe of their magnificent computer knowledge. The more serious and annoying variety of Crashers are

the little freaks who can't just wreck one game at a time, they actually devote their energy to bringing down entire servers at once, so that dozens of us can appreciate their talents.

Then there is the Cheater. The online gaming Chealer isn't much different from his board garning counter part, but since most of the mechanics of a computer game are not apparent. the use of cheating backs in the online arena seems both more mysterious and immoral. They would be relalively easy to ignore, except for the fact that designers of online games seem to expend a disproportionate amount of time countering them, and creating all sorts of silliness like the annoving watchdog system in VGAPLANETS OF STARS!, or the silly lack of a "save dungeon" ability in multiplayer Diaglo. The designer of Monopoly didn't waste his effort trying to make sure there was no way the banker could skim money from the tray; he just assumed you would notice sooner or later and reach across the board to smack your sibling upside the head. There has to be an analogous act for the online services to perform as well.

The final (and most psychologically disturbing) Psycho-Geek is the Killer. This junior league misanthrope takes great pleasure in creaming newbies in combat games, or, even worse, he stalks normally cooperative games like MUDs with the sole intent of killing off fellow players—the weak

er the better. It was one thing to watch pathetic wretches sneak up on new players in Menidian 59 and then gloat about it as if they were doing anything except embarrassing the human race, but when I heard about freaks signing into Diablo on BattleNel so they can kill other players, grab their stuff and exit the game, I finally had enough, What motivates a little freak like this? Is this behavior some sort of compensation for being ulterly powerless in real life. or is it some kind of serial-killer preschool for those specimens so piliful that pulling the wings off of files seems too close to a fair fight? Only Mrs. Bates knows for sure. I guess.

Some of you out there reading this must be Psycho-Geeks—so c'mon, grab your crayons and let us know what the rationale is. Why do you get pumped doing this, and why do you tack the human faculty to be embarrassed by your own behavior? You are supposedly sentient beings, so tell us how you feel in the dark of the night, when you tell yourself that you are so un-likable that being hated is preferable to being gnored.

In the meantime, now that I have established the existence and behavior patterns of this annoying species, I will spend the next month figuring out some of the serious implications they have for online game design, and what, if anything needs to be done about them %

Computer Garning World (ISSN 0744-6667) is published monthly by Ziff-Davis Publishing Company One Park Avenue New York NY 10016 Subscription rate is \$27.97 for a one-year subscription (12 issues) Canada and all other countries add \$16.00 for surface mail. Postmaster Send address changes to Computer Garning World, P.C. Box 57167, Boulder, CO 80322-7167 Canadian GST registration number is 89371 0442 RT. Canada Post International Pub's Mail Product (Canada Distribution) Sales Agreement No. 1058649. Periodicals postage poid at New York, NY 10016 and additional mailing offices. Period Art For Canada Post International Pub's Mail Product (Canada Distribution) Sales Agreement No. 1058649. Periodicals postage poid at New York, NY 10016.

introducing

# Jack Nicklaus 4

"The Course Designer is a landmark!"
-T. Liam McDonald
PC Gamer

"...gives Links LS a run for its money." Strategy Plus

"A truly revolutionary product. Links finally has some stiff competition. A Course Designer so easy to use, that you'll quickly find yourself addicted.

16.7 million colors with one major improvement: virtually no redraw wait."

#### Computer and Net Player

"...promises to be among the greatest achievements yet on the electronic links."

PC Games

"...impressive..."
GOLFWEEK

## The Course Designer



This is the Course Designer that created all 5 Nicklaus-designed courses in the game!

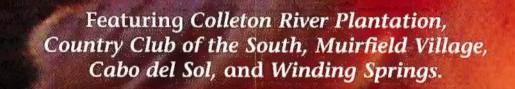
Use the Designer to re-create your favorite course! Import, modify, and play courses from previous Nicklaus games!

### From Tee to Green



Challenge golfing legend Jack Nicklaus – The Golfer of the Century – on one of his own signature courses!

Play with friends across the room or around the world via serial, modem, LAN, and the Internet!

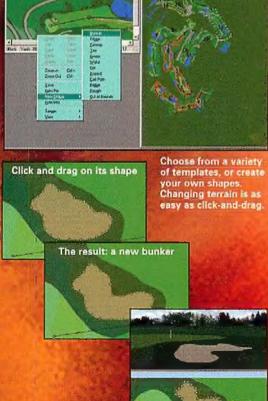


## The Course Designer



Course Designer is so true-to-life, it's hard to tell the difference!

This image is of the 3rd Green at Country Club of the South. The left half of the image is from the Course Designer; the right half of the image is an actual photo.



The Hole View of the new

Choose from over 100 different types of trees, bushes, rocks, and other objects!

# From Tee to Green The Tee Shot



Pop-up displays are optionalleave them off for the purest golfing experience.

### The Approach Shot



New "Intensity Control"" reproduces the dynamics that shape the shot. "Club up and swing easy" for control or a low trajectory; "swing hard" when you want spin and distance.

Every shot flies, bounces, and rolls true to the game, with the best ball physics model in existence. Courses are accurate to within 6 inches!





The fastest surum redraw times on the PC allow the camera to automatically switch to the landing in full-screen, from varying viewpoints!

Multiplayer play is fully supported, including recorded rounds, shared keyboard, serial, modem, LAN and internet play.

Weather can change in the middle of the round, and natural wind variations and every possible turf condition add to the challenge!

#### Around The Green



chipping and putting meters maximize control around the green.

For enhanced gameplay, this optional grid floats down and drapes itself over the green, clearly showing all high and low spots. Look for the Jack Nicklaus 4 playable demos in select magazines, online at http://www.accolade.com

or at your local retailer.

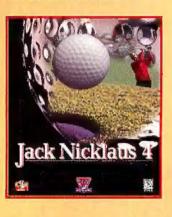
Our new approach makes putting

more realistic. Mow lines on

the green help you read the contour.

For hints and tips on Accolade products, call Accolade Direct 1-900-454-HINT. \$0.99/minute. If you are under 18, please get your parents' permission before making this call.

#### Call 1–800–245–7744 to order direct



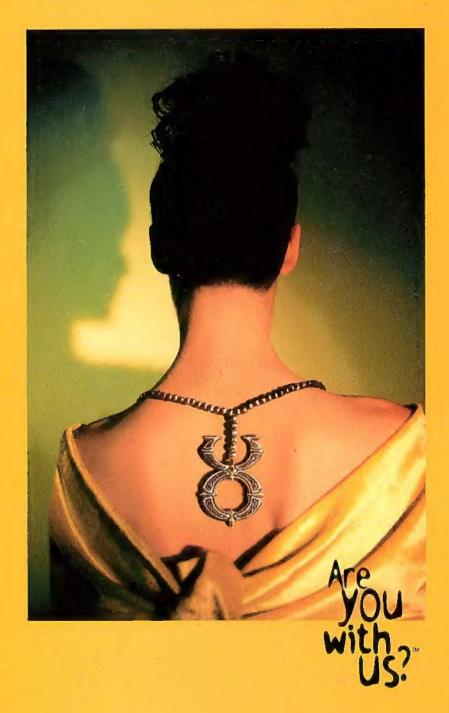




ACCOLADE

Lady Marrietta Baroness, City of Magincia

Prefers white wine. Loves to slay dragons.



www.ultimaonline.com

